DUNGEONS & DRAGONS®

FANTASY ROLE-PLAYING GAME

SET 3: COMPANION RULES

This game requires no gameboard because the action takes place in the player's imagination with wilderness adventures that include new monsters, treasures and magic.

Ideal for 3 or more advanced players, ages 10 and up.

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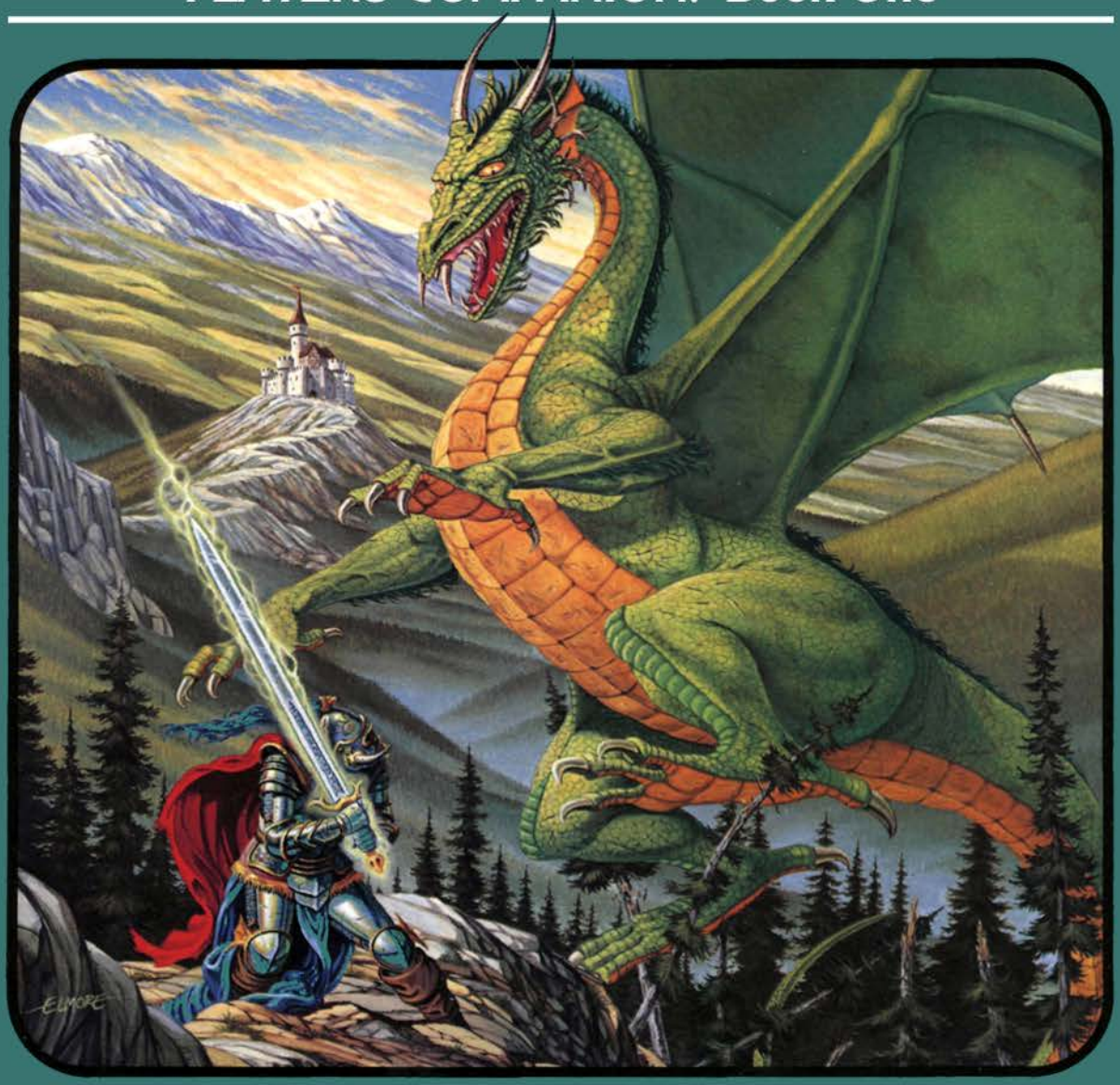
FOR ANY NUMBER OF PLAYERS, AGES 10 AND UP

DUNGEONS & DRAGONS®

PLAYERS COMPANION: Book One



THE ORIGINAL FANTASY ROLE-PLAYING GAME

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PREFACE

Throughout the revisions of the BASIC and Expert Sets, and now in creating this one, my work has been guided by three simple rules. First, the game must be *fun*—else why play the game? Second, it must be *playable*. Many historically accurate details of medieval times are complex and disorganized—generally all too human to use in a game.

Third, and perhaps most important of all, it must be *true*—true to the spirit of the Original D&D® game. That unique combination of fantasy wargaming and role playing spawned a new *type* of game, not merely new rules—a precious thing indeed.

Few of today's players can remember the excitement of a decade ago, when "Tactical Studies Rules" was just a new name on a new game. The amazing ideas in those little brown boxes took the gaming world by surprise—and by storm.

This box is larger, and is the third of a series. Comparing these to the Original, you might ask—why is all this necessary? And where did all this come from?

The original ideas were both simple and complex. They were simple, giving the briefest instructions for various new concepts, but complex in their implications. To grab just one: if a cleric can create food and water, what does that do to famine...to siege warfare...indeed, to a whole fantasy world? Lacking time, space, and experience with the new game system, the designers left much for future development—and their future has now become our present. It's time...so here's the Companion Set.

The names of the creators of the game are on these booklets; I'm proud that they also bear mine. Herein are many of the details found in the Original set and its Supplements; many others, now needed, are also included. I'm delighted to have the opportunity to add to the game.

Many thanks to Garry Spiegle, Doug Niles, Mark Acres, and Carl Smith for development of the "War Machine" mass combat system included in this set. They merged years of experience in wargames with the current range of fantasy role playing styles. The resulting system can handle the clash of armies *without* miniatures or boardgames—and thus, the very roots of the D&D game surface once again.

Thanks to Garry Spiegle for his development work on the Dominion system, and for his work on the previous two sets. His contributions have been numerous.

This game is like a huge tree, grown from the seeds planted in 1972 and even earlier. But as a plant needs water and sun, so does a game need proper "backing"—a company to make it. As the saying goes, "for want of a nail, the war was lost"; and for want of a company, the D&D game might have been lost amidst the lean and turbulent years of the last decade. This set is therefore dedicated to an oft-neglected leader of TSR, Inc; who, with Gary Gygax, founded this company and made it grow. The D&D Companion Set is dedicated to

BRIAN BLUME.

DUNGEONS & DRAGONS®

Fantasy Adventure Game

by Gary Gygax and Dave Arneson

Players Companion: Book One

by Frank Mentzer

Editing: Anne C. Gray
Illustrations: Larry Elmore
Jeff Easley
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WARNING: This book has been designed for use with the **DUNGEONS & DRAGONS®** Basic Set (Set #1, the red box), and the Expert Set (Set #2, the blue box); it does not explain how to play the game. You must have the Basic and Expert rules before you can use this set.

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Introduction

This is the third boxed set of the DUNGEONS & DRAGONS® game series. The first, the D&D® Basic Set, introduced the game and explained rules for 1st-3rd level characters. In the D&D Expert Set, character levels 4-14 were detailed, along with notes on the fantasy world in which the characters live.

If you started with a 1st level character, and have enjoyed the wilderness expansion of Expert level play, then you are ready for this set.

You can also use this set if you'd like to discover what it's like to own a medieval castle. You can rule a land, bring civilization to the wilderness, and cope with all the threats to your territory, while facing monsters and magic of all kinds.

Your adventures will be different than ever before. Lower level characters must keep busy surviving and learning; but when you find the challenges lacking, or treasure too easily found, you may start to wonder—"Is there anything more?"

There certainly is. Read on!

The Changing Game

Your characters have visited dungeons, defeated many strange and evil creatures, and found great and wondrous treasures. But games for higher level characters are often different—as new as when the characters first braved the unknown wilderness.

To see how the game itself changes to suit all levels of characters, we need to think of the long-term game:

Beginning and low-level characters (levels 1-6) learn the ways of adventuring, and do not usually think about the many years ahead. Dungeon adventures are common, and a few short wilderness journeys usually occur. Where the characters live may be considered to happen without playing, or it may be in a boardinghouse of the home town.

"Name" (9th level or above, except for halfling) and mid-level characters (levels 7-14) often travel far and wide. Long journeys, deep dungeons, and special tasks are typical adventures in this range. The character usually builds or buys a stronghold, or takes rooms in another's castle in exchange for services or payments. This range of characters is detailed in the D&D Expert Set.

Companion or upper level characters (levels 15-25) continue the exploration (or conquest!) of the world. They may become PC rulers to gain power and wealth, or remain travellers to gather knowledge and fame. By level 25, the "home base" has become either a strongly fortified castle complex or secret stronghold. Epic Quests and other-planar problems are typical adventures. High level characters are detailed in this set.

Master level characters (levels 26-36) fulfill their hopes and dreams. They are (or are about to become) Great Powers, or even masters of the earth! Their frontiers are Other Planes of Existence and magical lands; their interests turn to the Paths Of Immortality. These greatest of mortal characters are drawn onward toward even bigger and better things. Master level characters are detailed in the D&D Master Set.

Upper Level Games

So you have a 15th level character. What are you going to do now?

From this point, your character may travel far and near, or may settle down to rule a land. Both can be exciting, adventurous and fruitful paths to follow.

Whichever you choose, the games you play will be somewhat different than they have been at lower levels of play. Characters in this range have many powers, and can easily handle the more "routine" monsters. The adventures are much more than simple "kill the monster, grab the treasure" affairs. Role playing is more important, and more fun.

Characters are more independent. When the characters started their careers, they needed each other just to survive. But now a few trolls present nothing more than exercise, rather than deadly danger. Now the characters aren't as dependent on each other; each can survive and prosper as an individual. The persons with whom a character adventures are now more important as friends, than as each others' bodyguards.

The campaign world plays a large part in D&D games of this range. Although dungeon or wilderness adventures are fun, consider the characters' reasons for being. Determine your character's purpose in life. Set your character's goals, such as power, riches, fame, or knowledge.

Paths to Immortality

These paths will be explained in detail in the D&D Master Set, but you should know some general details at this time, so you can plan your character's future.

After reaching level 26 or greater, a character can gain Immortality by following one of four paths:

A **dynast** is a character who builds a great and powerful empire. The dynasty must be vast, and must stand for a long time.

A **hero** (or Epic Hero) is a character who represents the ultimate ideals of heroism. The character must display the traits of the classic Epic Hero in every thought and action. Among other things, the character must travel to far lands and perform great and noble deeds.

A **paragon** is a character who reaches the ultimate in his or her profession. The paragon must invent or discover new skills and knowledge, and must be reknowned as a master professional.

A **polymath** is a character who learns much about everything, not only in the original profession, but in all areas. The character must give up all known skills before gaining others, and becoming a member of a mysterious and unique brotherhood.

Travel or Settle?

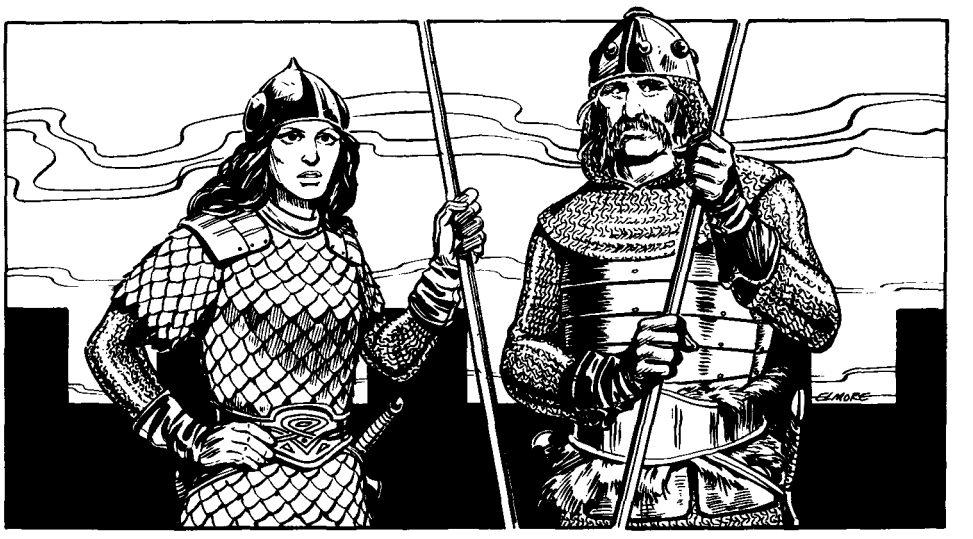
At this point in your character's career, the Paths to Immortality lie far ahead; no decisions need be made at this time. For this greatest of all goals, Immortality, a traveller has as much chance as a settled ruler.

Rulership does NOT mean that the character never travels; it does, however, carry many obligations. Travelling gives the advantages of more and wider experiences, but the disadvantage of less power. A country is usually controlled by its rulers, not those who wander within its boundaries.

Read through the character information that explains the differences between settling and travelling. Review the "Dominion" rules for information about resources, populations, and other details of rulership. Then make a decision as to which path your character will take. It is not a final decision; you can try other things later.

All details for character levels 1-14 are given in the D&D Expert Set. The Companion Set covers levels 15-25; the Master Set covers levels 26-36. The following topics are discussed in this section.

New Armor and Weapons
Unarmed Combat
Strongholds
Character Knowledge
Class Descriptions



New Armor and Weapons

The following items are optional. Your DM will tell you which (if any) are available. The weapons involve new options for combat, and several special effects.

All classes able to use normal swords may use the bastard sword and the heavy crossbow as well as all other new weapons, except for thieves.

Note: Weapons available to characters are *also* available to humanoid monsters!

Armor Add two new types of armor, **Scale mail** and **Banded mail**, to the existing list. All Armor Classes from 7 to 3 (not counting shield, magic, or dexterity) are now possible.

AC	Type	Encumbrance
7	Leather Armor	200 cn
6	Scale Mail	300 cn
5	Chain Mail	400 cn
4	Banded Mail	450 cn
3	Plate Mail	500 cn
(-1)	Shield	100 cn

Weapons:

Name	Cost	Enc.	Damage	Ranges
*Bastard Sword	15 gp	80 cn	2-7 (1d6+1) one-handed 2-9 (1d8+1) two-handed	
Blowgun	3 gp (a)	6 cn	Poison	10'/20'/30'
Bola	5 gp	5 cn	1-2 plus Entangle	20'/40'/60'
*Heavy Crossbow	50 gp	80 cn	2-8	80'/160'/240'
Blackjack	5 gp	5 cn	1-2 plus Special	
Net	1 sp (b)	1 cn	Entangle only	10'/20'/30'
Trident	5 gp	25 cn	1-6	10'/20'/30'
Whip	1 gp(c)	10 cn	1-2 or Entangle	As length (5-30')

(a) Includes blowgun and 5 darts. Add cost of poison (if available)
(b) Cost and encumbrance per square foot of net
(c) Cost and encumbrance per foot of whip (5-30' length)
* *This weapon requires two hands for use. Attacker may not use a shield and always loses initiative.*

Special Effects:

Victim's Level or Hit Dice	Bonus to Saving Throw	Failed Saving Throw Results* Blackjack	Bola, Net, or Whip	Blowgun
Up to 1	None	Knockout	Entangle	Death
1+1 to 3	+1	Knockout	Entangle	75% hp +Paralysis
3+1 to 6	+2	Stun	Slow	50% hp +Paralysis
6+1 to 9	+3	Stun	Slow	50% hp
9+1 to 12	+4	Delay	Delay	25% hp
12+ or more	+5	Delay	Delay	25% hp

* *Saves are explained in weapon descriptions.*

BLACKJACK:
Knockout: The victim is immediately unconscious, and remains helpless for 1-100 (d%) rounds.
Stun: The victim may move at 1/3 normal rate, but cannot attack or cast a spell until another Saving Throw is made successfully. A new Saving Throw can be attempted each round, *at the end of the Hand-to-Hand Combat phase* of the round. While stunned, the victim suffers a -2 penalty to all Saving Throws, and a +2 penalty to Armor Class.
Delay: The victim loses Initiative on the next round.

BLOWGUN:
Death: The victim is reduced to 0 hit points immediately.
Paralysis: The victim is helpless for 1-6 turns (as normal paralysis).
Percentage of hit points: The victim loses this percentage of original (fully healed) hit points. This may cause death if the victim is already damaged.

BOLA, NET, and WHIP:
Entangle: The victim cannot attack, cast spells, or move until a Saving Throw is successful.
Slow: The victim is *slowed*, moving and attacking at 1/2 normal rate. No spells can be cast.
Delay: The victim automatically loses initiative for the next round.

1. Swords

Bastard Sword: This popular weapon is similar to a normal sword, but with a long hilt (handle). It may be wielded either one- or two-handed. Unlike other two-handed weapons, it does *not* cause the loss of Initiative because of its smaller size; however, a shield cannot be used with any two-handed weapon, including this one.

2. Missile Weapons and Devices

Blowgun: This weapon is a tube, 6 inches to 4 feet long. The user places a small dart or thorn into it, aims the tube at a target, and blows air into it, forcing the dart to fly toward the target.

The darts can cause no damage themselves. They are usually treated with a poison of some sort. The victim must make a Saving Throw vs. Poison or suffer the effects if hit. Depending on the size of the victim, he may gain a bonus to the Saving Throw (see chart).

Bola: This weapon is a cord with weighted balls on the ends. It is whirled around and thrown at a victim. It causes very little damage itself (1-2 points), but may entangle, slow, or delay the victim.

If the Hit roll is a 20 (not counting any modifiers whatsoever), the victim must make a Saving Throw vs. Death Ray or be immediately paralyzed, and die in 3-8 (1d6+2) rounds from strangling unless rescued. If freed, the victim remains effectively paralyzed for 2-12 rounds.

If the hit roll is successful but not a 20, the victim must make a Saving Throw vs. Death Ray, possibly with a bonus (see chart). If successful, the attack has no effect except damage. If the victim fails the Saving Throw, the result varies by the victim's size (see chart). A new Saving Throw must be made during the *Hand-to-Hand Combat* phase of each round, until one is successful; this indicates that the Bola has been removed.

Heavy Crossbow: This is very similar to a light crossbow, and it fires the same missiles (quarrels). Light crossbows are made of wood, but a heavy crossbow has metal limbs, increasing its strength for better range and damage. However, it is heavy, takes 2 hands to use and is slower; a character with 18 strength can fire every round, but any weaker character can only fire it once every 2 rounds, because of the time needed to string it.

3. Miscellaneous Weapons

Blackjack: This weapon is a small leather sack, 4-8 inches long, filled with sand or metal shot, and with a looped strap attached. It is often used to strike a victim's head or neck, causing little damage (1-2 points) but possibly causing unconsciousness, or stunning.

The user of a blackjack can swing at the head of the intended victim (DM's judgment required) if he can reach it. If the victim is taller than the attacker, he can only inflict normal damage.

If the head or neck is the target, and if a hit is scored against the normal Armor Class of the victim, the victim must make a Saving Throw vs. Death Ray (possibly with a bonus; see chart) or suffer additional effects, determined by its Hit Dice (see chart).

Net: A Net is an open mesh of rope or cord. A small net (up to 10' square) is commonly used in hunting and adventuring, and can be used as either a hand-to-hand or missile weapon. The encumbrance varies by the size.

A net inflicts no damage on the victim, but may entangle, slow, or delay. A normal Hit roll must be made; if successful, the victim must make a Saving Throw vs. Death Ray, possibly with a bonus (see chart). If the Saving Throw succeeds, the victim has avoided the Net, and it has no effect. If the Saving Throw is failed, the result varies by the victim's size (see chart). A new Saving Throw must be made during the *Hand-to-Hand Combat* phase of each round, until one is successful; this indicates that the Net has been torn apart, and becomes useless.

A magical net cannot be damaged except by fire or acid. An entangled victim can only remove the net, not normally damaging it.

Trident: This is a light spear with three barbed prongs on the end, designed for underwater use. Any very small creature (1' long or less, such as a normal fish) hit by a trident becomes stuck on the spiked prongs.

Whip: This weapon is a long braided leather strap with a handle. It may be from 5'-30' long. It is a hand-to-hand weapon, and may be used either to cause damage (1-2 points) or to entangle. During the *Intentions* phase of the combat round, the user must declare which option is being used. Whichever is used, a normal Hit roll is made.

If a hit is scored, the Whip either inflicts 1-2 points of damage, or (if entangling is attempted) forces the victim to make a Saving Throw vs. Death Ray, possibly with a bonus (see chart).

Unarmed Combat

Unarmed combat occurs when a character attacks an opponent without using a weapon. All classes and levels of characters may use unarmed combat to stop or capture an opponent while inflicting little or no damage or when no weapons are available. Note that if an unlisted weapon is used, normal weapon combat systems apply (such as, in brawls, throwing mugs, tables, and chairs; these are all unlisted weapons).

In Unarmed combat, the attacker either strikes an opponent (with a fist, kick, etc.), or tries to grab an opponent (jump on, tackle, etc.). Thus, two systems are used; one for "Striking," including all unarmed blows, and one for "Wrestling," for all other forms of unarmed combat.

If desired, the DM may award a 10% bonus to Experience Points earned for defeating monsters if the monsters are not slain but conquered by using Unarmed combat.

Striking

Restrictions

Although any creature may attempt to Strike an opponent, few can do it well. A Strike normally results in either a Stun or a Knockout. However, if the attacker has less than 4 Hit Dice, a Stun is the only possible result.

Effects

Stun: The victim cannot attack or concentrate (and thus cannot cast spells, use magic items, etc.). Movement is possible, but at 1/3 normal rate. In addition, a +4 penalty to Armor Class applies while Stunned.

Knockout: This is simply a short sleep. The victim is unconscious and completely helpless.

A Strike has no effect if the defender is twice the size of the attacker (or larger). A halfling cannot Strike a human with effect, but any other combination of characters (halfling vs. elf, dwarf vs. human, etc.) is possible. The DM's judgment is required in determining the exact size of monsters.

Creatures whose weapons are parts of their bodies (such as claws) do not normally Strike. Creatures with multiple heads may suffer few or no results until all of the heads suffer Stun or Knockout results.

Several types of creatures should be immune to some or all of the effects of Striking. The following guidelines should be used:

Undead, constructs, and all oozes, jellies, and molds are completely immune to the effects of Striking.

If a creature can be hit only by magical weapons, Striking should have no effect unless a piece of magical apparel is worn by the attacker (a magical glove or gauntlet for fist Strikes, magical boot for kicks, etc.).

Lycanthropes and other creatures immune to normal weapons, but not requiring magic to hit them, cannot suffer damage from Strikes (unless magical apparel is used, as described above), but may suffer Stun or Knockout results.

Striking Procedure

1. During the *Intentions* phase of the combat round, the player announces the intent to Strike. If a fist is used, the character must be empty-handed, or may drop or put away an item in hand.
2. Normal Initiative and Hit rolls are made.
3. If the Strike hits, the base damage inflicted is 0 (zero); if a fist is used to Strike, Strength bonuses (if any) may be added. (Ignore any Strength penalties to damage.)
4. A victim hit by a Strike must roll 1d20, and subtract his Constitution* score from the result. If the total is 1 or more, the victim is Stunned for 1 round. The victim must also make a Saving Throw vs. Death Ray with a +4 bonus to the roll, or suffer a Knockout. The duration of the Knockout is simply the result of the previous roll of 1d20 minus Constitution*, in rounds.

* If the victim is an NPC with an unknown Constitution score, roll or select one. For monsters, use *double* the Hit Dice (ignoring "plusses").

Optional Rules for Striking

Some, all, or none of the following optional rules may be added to the Striking system, as desired.

1. **Punching:** Only a fist Strike can cause a Knockout. All other Strikes result in Stuns at most, but for a duration determined by the roll of 1d20 minus Constitution score.
2. **Results:** A Knockout is not possible if the victim has more Hit Dice than the attacker.
3. **Using Strength:** A character may decide not to use all of his or her Strength, "pulling the punch" so that no damage is inflicted. The character may either use the entire Strength bonus, or no Strength bonus (as if having a Strength of 12), but may not choose a number in between.
4. **Saving Throws:** If an adjustment applies to the attacker's Strike because of a high or low Strength score, the victim's Saving Throw is modified, using the reverse of the Strength adjustment. For example, a Strike from a character with 17 Strength (+2 bonus) would cause the Saving Throw to be made with a -2 penalty (added to the +4 bonus already given, for a total adjustment of only +2. With 7 Strength (-1 penalty), a +1 bonus would be added, for a total of +5.
5. **Objects in Hand:** A small, heavy object may be held while Striking. If the defender is hit, a -2 penalty applies to the Saving Throw.
6. **Regenerating Victims:** If the victim has a power of regeneration (wearing a ring, for example), the duration of a Knockout is much less. Each point of regeneration ability is treated as 1 round of Knockout used. For example, a troll (regenerating at 3 hp/round) suffering a Knockout of 8 rounds would awaken after only 2 rounds.
7. **Fighter Options:** The additional combat options for fighters and demi-humans may be applied to all forms of Striking.

Parry: Instead of attacking, the character may gain a -5 bonus to Armor Class by blocking with a weapon.

Multiple Attacks: High level characters and demi-humans may make multiple attacks (2 per round at level 12, 3 per round at level 24, 4 per round at level 36). In addition, attack forms may be mixed; the character making two attacks may, if desired, attack once with a weapon (or spell or magic item) and once with an unarmed Strike.

"Haymaker": When Striking with a fist, the character may accept a -5 penalty to the Hit roll, and give up Initiative. If the Hit roll succeeds, a -4 penalty applies to the Saving Throw, negating the +4 bonus given. In addition, any creature can be affected; creatures of twice the size of the attacker are *not* immune to a "Haymaker."

Wrestling

Restrictions

Any level character, and most humanoid monsters may use Wrestling. The Wrestling option must be stated in the *Intentions* phase of the combat round.

When attempting to Wrestle armed opponents, those armed always gain Initiative automatically. Unintelligent monsters will always choose to attack instead of Wrestling, unless controlled.

Several types of creatures should be immune to some or all of the effects of Wrestling. The following guidelines should be used:

Non-corporeal Undead (wraith, spectre, etc.), oozes, jellies, slimes, and similar creatures cannot be Wrestled. Ethereal or Elemental creatures can be Wrestled only by opponents in the same form.

Special "touch" abilities (Energy Drain, Turn to Stone, etc.) function normally during

Wrestling. For example, a character wrestling a cockatrice must make a Saving Throw vs. Turn to Stone every round while in contact with the monster.

Preparing for Wrestling

Before the game, find each character's Wrestling Rating (WR) as follows:

a. Divide the character's level by 2, rounding up.

b. Add the bonuses (or subtract the penalties) for high (or low) Strength and Dexterity scores.

c. Find the character's Armor Class without magic or Dexterity bonuses, and add the result to the total. For monsters, the DM should calculate the WR as follows:

a. Multiply the monster's Hit Dice by 2.

b. If the monster is not wearing armor, add 9. If the monster *is* wearing armor (orc, kobold, giant, ogre, and other humanoids), add its Armor Class number *instead* of 9.

Wrestling Procedure

Each opponent involved in Wrestling (whether attacking or defending) makes a simple roll of 1d20+WR each round. The first Wrestler to win 3 rolls in a row Pins the opponent:

1. In the first round of Wrestling, each opponent rolls 1d20 and adds his or her WR. The higher total wins, a tie indicates no result. The opponent with the higher roll Grabs, (or may choose to Hit or Strike).
2. In round 2, if a Grab has been made, roll again (WR+1d20 for each) and if the same Wrestler wins again, the victim Falls. Otherwise, the victim breaks the Grab; return to step 1.
3. In round 3, if a victim Falls, roll again and if the same Wrestler wins again (3 consecutive rolls), the opponent is Pinned. Otherwise the victim gets up from the Fall; return to step 1.

Effects

A Pinned victim can do nothing. His opponent may inflict 1-6 points of damage each round (plus Strength bonus), if desired. This is not required, and the intent to inflict damage must be stated during the *Intentions* phase of the round.

The victim may make a Saving Throw vs. Death Ray to avoid all damage. In addition, if the result is a "natural" 20 (the actual roll), the victim escapes from the Pin (stands up).

If a group has Pinned a single opponent, all the attackers can inflict damage, but the defender only makes one Saving Throw.

Multiple Wrestlers

Whenever 3 or more opponents all decide to Wrestle, find the single Wrestler with the highest WR (called the "leader"). That score is used for the entire group, modified as follows:

1. For each group member with 1/2 the Hit Dice of the leader (or less), add 1 to the group WR.
2. For each group member with more than 1/2 the Hit Dice of the leader, add 5 to the group WR.

When a creature has Pinned a Wrestler and is then attacked by another, the defender may either release the Pinned victim and defend normally, or hold the Pinned victim and try to defend against the new attack with a -4 penalty to his WR. While holding a Pinned victim, no other Grabs can be made. Each roll he wins merely indicates he successfully avoids the new attack, while holding the previously Pinned victim.

A maximum of four attackers can Wrestle an opponent of equal size. Up to 8 attackers can Wrestle an opponent of twice their size, 12 against an opponent of triple their size, and so forth.

Optional Rules for Wrestling

Some, all, or none of the following optional rules may be added to the Wrestling system, as desired.

1. **Instant Pin:** When comparing the die rolls (WR+1d20), if one opponent's total is 20 or more than the other, the loser is instantly Pinned.
2. **Class Adjustments:** When calculating a character's WR, adjustments are made due to class: -1 penalty to magic-users; +1 bonus to fighter, dwarf, and thief; no adjustment for other classes.
3. **Opponents with Multiple Attacks:** If a creature has multiple attacks and is Pinned, one attack is negated by each Pinning opponent. For example, two attackers Pinning a troll would negate its bite and one claw, but the troll would be able to use its second claw attack each round.
4. **Simplified Rolls:** When comparing die rolls (WR+1d20), subtract the lower WR from the higher; the opponent with the higher WR adds the 1d20 roll to that total to find the net difference.

Summary

By using Unarmed combat rules, characters are free to perform acts of heroic fantasy—wrestling huge opponents to the ground, or escaping from imprisonment when no weapons are available. Unarmed combat is actually the most common of all forms, and can now be used as often as desired.

These systems may be applied to any Unarmed attack. A giant may attempt to kick a halfling; a character may attempt to use a shield to "bash" an opponent. (Both attacks are Strikes.) If a purple worm attacks a town, the guards may all try to pile onto the creature, rather than risking normal combat and being swallowed (though dozens would be needed to stop the monster).

The DM and players should try the systems, and decide whether to use them. However, if the DM does not allow Unarmed combat, the DM must also decide what to do when characters attempt something of this sort. For example, if a party member is enchanted in some way and attacks other characters, the others will probably want to stop the victim without inflicting damage. This is quite reasonable, but only Unarmed combat systems (or magic) can handle the resulting situation.

Strongholds

Human Strongholds

Any character of Name level or greater may have a stronghold. It may be purchased, built (if there is land available), or seized. A character can ask a ruler for a territory or stronghold, or may find a remote area and settle it. However, a character who owns a stronghold is not automatically a ruler. Your DM will tell you what must be done to become a ruler.

Demi-human Strongholds

Any demi-human character may build a stronghold when he reaches maximum level. If the character's clan has a smaller stronghold than the new one, the clan will want to move in. Otherwise, they will still support the new stronghold by moving up to 40% of their clan into the new location.

The political leader of a clan is called the *Clanmaster*; the spiritual is the *Keeper of the Relic*. A player character does *not* normally gain any of these titles; they require great amounts of work and time, leaving none for adventuring. The highest rank normally achieved by a PC demi-human is that of *Clanholder*. A Clanholder serves the clan, and may indeed own the structure of the clan stronghold, but does *not* control the clan members.

The demi-human races care little for human politics, and Clanmasters and Keepers do not seek human dominion titles. But a PC Clanholder *may* seek and achieve a title (Baron, Count, etc.) by representing the clan in its dealings with humans. Permission must first be obtained from the Clanmaster and Keeper, but this is a common practice (especially if the PC owns the stronghold).

More information on the clan Relic is given in each demi-human class description (pages 29-31). Your Dungeon Master will tell you what your character can do in your own campaign.

Wilderness...

Life is hard in the wilderness, but can be simpler than in "civilized" areas. The wilderness settler faces problems of survival, fighting off marauding monsters and barbaric hordes while trying to attract new settlers. Years may pass before the newly created community can thrive in peace.

...or Civilization?

"Civilized" lands have owners, who either live on the land or merely claim and rule it from afar. Many established rulers have problems keeping order; many areas of a realm are "Borderlands," where aspects of civilized and wilderness life mix freely, and where some may not even believe that their ruler exists! The rulers of large territories often seek others who might be willing to help, offering land and titles in exchange for loyalty and service. If your character settles in a civilized area, there will be fewer problems with survival, but more problems with other people.

The following "background information" is not needed for normal play, but is provided for more details for campaign play.

Staff

Every stronghold is maintained through the work of many people—the "staff." A staff's size can vary widely, depending on the title of the ruler, the size of the stronghold, and so forth. The following details apply to an "average" human stronghold.

The staff is all the same race as the PC. Any mixed staff will eventually cause problems. Troops may be kept in a stronghold ("garrisoned"), but again, problems (fighting among themselves, taking orders) will arise if they are of a different race.

The ruler is directly served by *Retainers* and *Servitors*. A Retainer is a noble-born person, or an unusually loyal follower. A Servitor is a faithful servant, often gaining the job through inheritance. The many types of common Servitors include Armorer, Barber, Carpenter, Cellarman (Wine Steward), Cooks, Dairyman, Falconer, Forester, Gardener, Grooms, Kennelman, Miller, Portalman, Potter, Poultryman, Stonemason, and Weavers.

Peasant Workers

Most of the normal work in a stronghold is done by peasants without pay; it is their duty. Household servants, herdsmen, and others are trained and given food, but nothing else is provided—not even a bed.

The number of peasants available is determined by the population. As an average, each peasant family consists of 5 persons; 5% of the peasants are available to serve the ruler. For example, in a Barony of 100 families (500 persons), the Baron has 25 peasant servants. The total habitants of a stronghold is the number of servants plus servitors, retainers, and family. When visitors come, another 5% of the peasants can be used as servants, if needed. In large dominions, even the original 5% may not be needed to serve all at once, except for tournaments.

Advisors and Officials

Most rulers have Advisors to handle the many details of the dominion and stronghold, and to advise the ruler as needed. The most common Advisors are the Artillerist, Castellan, Chaplain, Engineer, Guard Captain, Herald, Magist, Chief Magistrate, Reeve, Sage, Seneschal, and Steward.

Other Officials may be needed for the proper handling of a stronghold or dominion, including a Bailiff, Chamberlain, Equerry, Magistrates, Marshals, Provosts, Sheriffs, and Wardens.

When costs are not noted below, the Official is paid the same amount as a Mercenary soldier (Expert Set, page 24).

An **Artillerist** (750 gp/month) is a Retainer whose specialty is siege weapons (see Catapult and Ram, Expert Set, page 44). This person also advises the ruler on some military details. An artillerist is usually a fighter, level 3-5.

A **Bailiff** is a minor official in charge of one area of the stronghold (dungeon, walls, tower, etc.)

A **Castellan** (2,000 gp/month) is an important Retainer who is responsible for all military aspects of the stronghold, both offensive and defensive. The Castellan is usually a fighter, level 5-9.

The **Chamberlain** oversees the cleaning/food serving staff.

The **Chaplain** (500+ gp/month) is the chief Cleric of the stronghold, and possibly of the dominion. This title is added to the cleric's normal title. The relatively low cost is because 10% of all dominion income must be paid to the Theocracy. If this tithe is not paid, the Chaplain will not serve.

An **Engineer** (750 gp/month) is a Hireling experienced at construction—of a road, moat, building, wall, and so forth. (Expert Set, page 26.)

An **Equerry** is in charge of the care and feeding of horses and other animals.

The **Guard Captain** (4,000+ gp/month) commands all the ruler's personal guards, posts watches within the stronghold, and is responsible for the safety of the ruler—and the treasury. The Guard Captain is usually a 9th or higher level fighter.

A **Herald** (300-500 gp/month) is a Retainer who knows the signs, symbols, and seals of most or all dominions near and far. ("Heraldry" is a topic too vast to discuss here; consult your local library.) The Herald also makes announcements, both in Courts and around the stronghold. The Herald is also familiar with the requirements of honor and chivalry, and advises the ruler as needed.

A **Magist** (3,000+ gp/month) is a 9th or higher level magic-user who is responsible for all the magic needed in the stronghold, including its defense. The Magist may have a Tower elsewhere, serving as needed, or may simply be a hired NPC (or PC). A Magist

may cost 10,000 gp/month or more, depending on his level.

The Chief **Magistrate** (2,000 gp/month) is a judge of law, acting for the ruler. The Magistrate also learns the laws of the greater dominion (if any), and advises the ruler of them. The Magistrate oversees the Sheriffs and lesser Magistrates.

A normal **Magistrate** travels among the towns and cities of a dominion, acting as judge for the peasants.

A **Marshal** is an aging fighter hired to train troops and guards.

A **Provost** is a tax collector.

A **Reeve** is a bookkeeper, responsible for the records of taxes, tithes, gifts, and so forth. The Reeve costs 500 gp per month.

A **Sage** (2,000 gp/month) is a specialist in lore and obscure knowledge. (See Expert Set, page 26.)

A **Seneschal** is the most important person in a stronghold, except for the ruler. The Seneschal is appointed by the ruler, and is responsible for anything with which the ruler does not choose to bother. The Seneschal is the ruler when the ruler is not there.

A **Sheriff** is a policeman, responsible for law enforcement, arrests and investigations. (Cases are brought before a Magistrate for judging.)

The Chief **Steward** (1,000 gp/month) is responsible for all the day-to-day affairs of the stronghold, including food preparation, housekeeping, and so forth.

A **Warden** is a person charged with the protection of some part of the dominion (game warden, town warden, etc.).

Special Positions

When a ruler is the liege of other rulers (Count and higher), the lesser rulers may send their sons and daughters to the liege as servants and for training.

A **Squire** is the son of a Noble, who acts as a servant while being trained as a fighter. When the title of Count is acquired, a PC is offered 1-6 Squires by the lesser rulers of the dominion. Squires become 1st level fighters after 6 months of training, and then gain at least 1 level of experience per year. A Squire's training is finished when he reaches level 5; the Squire then returns home, and is usually replaced by another (beginner) Squire. Knights are usually have 1-3 Squires, assigned to them for training by the Noble involved.

A **Lady-in-Waiting** is the daughter of a Noble within the ruler's realm, acting as a servant but actually in search of a husband. From 1-4 Ladies-in-Waiting will be sent to a PC Count *only* if the PC is female or is married. Ladies-in-Waiting are trained and closely watched by the matron of the stronghold.

Other Character Activity

When playing the role of a fantasy character, many things are ignored, and rarely or never mentioned in the game. For example, an adventurer must clean and oil his weapons and armor; *someone* cooks breakfast; and someone probably snores in their sleep. But these things do not affect the adventure or the game.

A character with a high Charisma score could be a "smooth talker" in negotiations—whether or not the player could do the same. Thus, you only need to remind the DM of the adjustment to the reaction roll; the DM considers the actions and abilities of the character, *not* those of the player.

The DM may apply the same principle to many game situations. One game mechanic often used is an **ability check**—rolling one or more dice and comparing the result to one ability score to determine success or failure. A roll of the Ability score or less on 1d20 means success (3d6, 4d6 or 5d6 for difficult tasks may be used). For example, if a character tries to move a huge boulder, the DM could make a check against the character's Strength score.

If the DM wants to include riddles and puzzles in games, they need not all be presented to the players; a character might solve a puzzle by making a check against Intelligence. Some of the puzzles may provide entertainment for the players, and may be discussed in detail—but the players should not be required to *be* the characters in this way. A character with 18 Intelligence should be much smarter than most players!

After reaching "Name" level, characters know their professions, and would not make major errors. Though the player of a thief might forget to mention some detail of examining a treasure chest, the character would not make a fatal mistake—and the DM may prompt the player for the "right action." A spell caster would be aware of the proper use of the spells known; if the player makes a minor error, the DM may correct the player (depending on the situation). The DM and players should discuss this, and decide how much should be played, and how much should be assumed. Be careful not to make things too easy for the players—nor too hard.

This principle of Character knowledge is used often in Companion level play. For example, a character with a stronghold would handle routine details of administration, inspections, and so forth; so these are considered to happen without playing in the Dominion rules.

There are still plenty of things to discover and explore in the D&D world; but it is time to shift your perspective from minor details to greater things. Avoid getting "bogged down" in minor details, and concentrate on having fun!

ELMORE

Character Class Descriptions

Character Classes — Human

Cleric

A 15th-25th level cleric is called a Patriarch (if male) or Matriarch (female). The following XP, Spells and Saving Throw Tables apply to clerics of all types, and should be combined with the charts given in the D&D Expert Set. 11, 9, or 7 = total dice roll (2d6) needed for successful Turn.
T = automatic Turn, 2d6 Hit Dice of Undead
D = automatic Destroy, 2d6 Hit Dice of Undead
D+ = automatic Destroy, 3d6 Hit Dice of Undead
D# = automatic Destroy, 4d6 Hit Dice of Undead

CLERIC EXPERIENCE TABLE

		Spells by spell level						
Level	**XP**	**1**	**2**	**3**	**4**	**5**	**6**	**7**
15	800,000	6	5	5	3	3	3	-
16	900,000	6	5	5	4	4	3	-
17	1,000,000	6	6	5	4	4	3	1
18	1,100,000	6	6	5	4	4	3	2
19	1,200,000	7	6	5	4	4	4	2
20	1,300,000	7	6	5	4	4	4	3
21	1,400,000	7	6	5	5	5	4	3
22	1,500,000	7	6	5	5	5	4	4
23	1,600,000	7	7	6	6	5	4	4
24	1,700,000	8	7	6	6	5	5	4
25	1,800,000	8	7	6	6	5	5	5

CLERIC TURNING UNDEAD TABLE

	Cleric's Level								
Undead	**7**	**8**	**9-10**	**11-12**	**13-14**	**15-16**	**17-20**	**21-24**	**25**
Skeleton	D	D	D	D+	D+	D+	D+	D+	D#
Zombie	D	D	D	D	D+	D+	D+	D+	D+
Ghoul	D	D	D	D	D	D+	D+	D+	D+
Wight	D	D	D	D	D	D	D+	D+	D+
Wraith	T	D	D	D	D	D	D	D+	D+
Mummy	T	T	D	D	D	D	D	D	D+
Spectre	7	T	T	D	D	D	D	D	D
Vampire	9	7	T	T	D	D	D	D	D
Phantom	11	9	7	T	T	D	D	D	D
Haunt	—	11	9	7	T	T	D	D	D
Spirit	—	—	11	9	7	T	T	D	D
Nightshade*	—	—	—	11	9	7	T	T	D
Lich*	—	—	—	—	11	9	7	T	T
Special*	—	—	—	—	—	11	9	7	T

* *The nightshade, lich, and "special" Undead will be described in the D&D Master Set.*

CLERIC SAVING THROW TABLE

Level:	**13-16**	**17-20**	**21-24**	**25**
Death Ray or Poison	6	5	4	3
Magic Wands	7	6	5	4
Paralysis or Turn to Stone	8	6	5	4
Dragon Breath	10	8	6	4
Rod, Staff, or Spell	9	7	5	4

Becoming a Land Owner

Before building a stronghold, a cleric who decides not to travel must report to a superior of some type, either a church official or a political ruler, to ask for land. Some land is usually granted, unless the cleric has had problems with his superior in the past; if so, some service may be required (such as a *quest*) before the land is granted.

(The Dungeon Master must decide whether the cleric's church has the power to make such grants, according to the civilization and politics of the campaign world.)

A land-owning cleric gains the ability to rise in power among the Theocracy (the government of the church). More lands can be gained, more "Normal Men" will settle the area around the cleric's stronghold, and more income will result from the settlements.

Choosing to Travel

A cleric who decides to travel may follow one of two routes: in civilized lands, or in wilderness.

A cleric who travels within the boundaries of the civilized world usually looks for ways to help those of the same Alignment (whatever that may be). The cleric may travel alone, with hirelings, or with other clerics. The following details exist for a cleric who doesn't own land.

1. The cleric cannot rise in authority in the Theocracy (the rulership of the church).
2. The cleric should gain experience points for helping those of the same Alignment.
3. Special adventures are frequent, as the problems encountered in other lands often require a great leader (the cleric) for a successful solution.
4. The cleric often visits local rulers, and may gain special knowledge (rumors, maps, etc.) from them. However, conflicts with powerful land-owning clerics may arise, and they might banish, exile, or imprison the travelling cleric if their disagreements cannot be resolved.
5. The cleric gains fame, for better or worse. Tales of the cleric's deeds will remain after the cleric leaves, and these tales may attract other powerful characters—and monsters to the cleric.

A cleric who travels to the wilderness usually searches for enemies of the church, to convert or destroy. This cleric normally travels with other characters as an adventuring party (though the others may all be NPCs). The benefits and problems are similar to those of clerics travelling within civilized areas, with

the following additions.

1. The cleric may discover a long-lost ruin or shrine (a new dungeon) to either destroy or sanctify.
2. The cleric may discover a new race or civilization.
3. The tales of the wilderness cleric's deeds are usually more distorted, so that little truth remains. Myths and legends about the cleric may arise, for possible misunderstandings at a future time.

A *neutral* cleric may choose either of the options above, or (if desired) may choose to live and travel in the wilderness, becoming familiar with nature and the ways of the animals. After 1-4 months of study and meditation, the cleric becomes a **druid**, and may learn new spells (see page 14).

The life of a druid is far different from anything the cleric has ever known. It is a difficult path, but can be very rewarding.

Spells

All rules on spell casting are given in the D&D Basic and Expert Sets.

Any spell marked with an asterisk (*) may be reversed, as given in the spell description. Any reversible cleric spell may be reversed during the casting, and need not be memorized in reversed form.

All spells of 5th and 6th level are listed, including some of 7th level. Most 5th and 6th level spells are explained in the Expert Set; additions are explained hereafter. More 7th level spells are given in the D&D Master Set. The Druid description and spells are given after the normal cleric spells (page 14).

FIFTH LEVEL CLERIC SPELLS

1. Commune
2. Create Food
3. Cure Critical Wounds*
4. Dispel Evil
5. Insect Plague
6. Quest*
7. Raise Dead*
8. Truesight

SIXTH LEVEL CLERIC SPELLS

1. Aerial Servant
2. Animate Objects
3. Barrier*
4. Create Normal Animals
5. Cureall
6. Find the Path
7. Speak with Monsters*
8. Word of Recall

SEVENTH LEVEL CLERIC SPELLS

1. Earthquake
2. Holy Word
3. Raise Dead Fully*
4. Restore*

Fifth Level Cleric Spells

Cure Critical Wounds*

Range: Touch
Duration: Permanent
Effect: Any one living creature

This spell is similar to a *cure light wounds* spell, but will cure one living creature of 6-21 (3d6+3) points of damage.

The reverse of this spell (*cause critical wounds*) causes 6-21 points of damage to any living creature or character touched (no Saving Throw). The caster must make a normal Hit roll to cause the critical wound.

Raise Dead*

When cast at an Undead creature of more Hit Dice than a vampire, this spell inflicts 3-30 (3d10) points of damage. The victim may make a Saving Throw vs. Spells to take 1/2 damage.

The reverse, *finger of death*, will actually cure 3-30 points of damage for any Undead with 10 or more Hit Dice (phantom, haunt, spirit, nightshade, or special).

Truesight

Range: 0 (cleric only)
Duration: 1 turn + 1 round per level of caster.
Effect: Reveals all things

When this spell is cast, the cleric is able to clearly see all things within 120'. The spell is quite powerful; the cleric can see all hidden, invisible, and ethereal objects and creatures, as with the magic-user *detect invisible* spell (including secret doors). In addition, any things or creatures not in their true form—whether *polymorphed*, disguised, or otherwise—are seen as they truly are, with no possibility of deception. Alignment is also "seen," as is experience and power (level or Hit Dice).

Sixth Level Cleric Spells

Aerial Servant

Range: 60'
Duration: 1 day per level of caster
Effect: Servant fetches one item or creature

An aerial servant is a very intelligent humanoid being from the Ethereal Plane. With this spell, the cleric summons one of these beings, which appears immediately. The cleric must then describe one creature or item to the servant, or else it will depart. The approximate location of the target must also be named. When it hears this description and location, the servant leaves, trying to find the item or creature and bring it to the cleric. The servant will take as much time as needed, up to the limit of the duration.

The aerial servant has 18 Strength, and

can carry up to 5,000 cn. It can become ethereal at will, and thus can travel to most places easily. However, it cannot pass a *protection from evil* spell effect. If it cannot perform its duty within the duration of the spell, the servant becomes insane and returns to attack the caster.

Barrier*

Range: 60'
Duration: 12 turns
Effect: Creates whirling hammers

This spell creates a magical barrier in an area up to 30' in diameter and 30' high. The *barrier* is a wall of whirling and dancing hammers, obviously dangerous. Any creature passing through the barrier takes 7-70 points of damage from the whirling hammers (no Saving Throw). This spell is often used to block an entrance or passage.

The reverse of this spell (*remove barrier*) will destroy any one *barrier* created by a cleric. It can also be used to destroy a magic-user's *wall of ice, wall of fire*, or *wall of stone* spell effect. It will not affect a *wall of iron*.

Create Normal Animals

Range: 30'
Duration: 10 turns
Effect: Creates 1-6 loyal animals

The cleric is able to create normal animals from thin air with this spell. The animals will appear at a point chosen (within 30'), but may thereafter be sent (by command) up to 240' away, if desired. The animals created will understand and obey the cleric at all times. They will fight if so commanded, and will perform other actions (carrying, watch-

ing, etc.) to the best of their abilities. They are normal animals, and may attack others unless their instructions are carefully worded.

The cleric may choose the number of animals created, but not the exact type; the DM should decide that (or randomly determine). One large (elephant, hippopotamus, etc.), 3 medium-sized (bear, great cat, etc.), or 6 small (wolf, rock baboon, etc.) animals can be created. "Giant" animals cannot be created. The animals disappear when slain or when the spell duration ends.

Cureall

Range: Touch
Duration: Permanent
Effect: Cures anything

This spell is the most powerful of the healing spells. When used to cure wounds, it cures nearly all damage, leaving the recipient with only 1-6 points of damage. It will remove a curse, neutralize a poison, cure paralysis, cure a disease, cure blindness, or even remove a *feeblemind* effect. However, it will cure one thing only; if the recipient is suffering from two or more afflictions (such as wounds and a curse), the cleric must name the one to be cured. If cast on the recipient of a *raise dead* spell, the *cureall* eliminates the need for 2 weeks of bed rest; the recipient can immediately function normally.

Seventh Level Cleric Spells

Earthquake

Range: 120 yards
Duration: 1 turn
Effect: Causes earth tremors

This powerful spell causes a section of earth to shake, and opens large cracks in the ground. A 17th level caster can affect an area up to 60′ square, adding 5′ to each dimension with each level of experience thereafter. For example, an 18th level cleric affects an area up to 65′ square; 19th level, 70′ square; and so forth.

Within the area of effect, all small dwellings are reduced to rubble, and larger constructions are cracked open. Earthen formations (hills, cliffsides, etc.) form rockslides. Cracks in the earth may open and engulf 1 creature in 6 (determined randomly), crushing them.

Holy Word

Range: 0
Duration: Instantaneous
Effect: All creatures within 40′

This spell affects all creatures, friend or foe, within a circular area of 40′ radius, centered on the caster. When the cleric casts this spell, all creatures of alignments other than the cleric's are affected as follows:

up to 5th level: Killed
level 6-8: Stunned 2-20 turns
level 9-12: Deafened 1-6 turns
level 13+: Stunned 1-10 rounds

Any victim of 13 levels or more or of the same alignment as the caster, may make a Saving Throw vs. Spells to avoid the effect entirely.

This powerful spell cannot be blocked by stone, nor by any other solid material except lead. (It *can* be blocked by an *anti-magic shell*.)

Raise Dead Fully*

Range: 60′
Duration: Permanent
Effect: Raises any living creature

This spell is similar to the 5th level *raise dead* spell, except that it can *raise* any living creature. Any human or demi-human recipient awakens immediately, with no wounds (full hit points), and is able to fight, use abilities, spells known, etc., without any penalties—*except* those existing at the time of death. For example, a victim *cursed* or *diseased* at death would still suffer the affliction when *raised fully*. If any other living creature (other than a human or demi-human) is the recipient, the guidelines given in the *raise dead* spell apply (including time limitations, rest needed, etc.).

A 17th level cleric can use this spell on a human or demi-human body that has been dead up to 4 months; for each level of experience above 17th, 4 months are added to this time. Thus, a 19th level cleric could cast *raise dead fully* on a body that has been dead up to 12 months.

If cast at an Undead creature of 7 Hit Dice or less, the creature is immediately destroyed (no Saving Throw). An Undead creature of 7-12 Hit Dice must make a Saving Throw vs. Spells, with a -4 penalty to the roll, or be destroyed. An Undead of more than 12 Hit Dice takes 6-60 (6d10) points of damage, but may make a Saving Throw vs. Spells to take 1/2 damage.

The reverse of this spell (*obliterate*) will affect a living creature just as the normal form affects Undead (destroy 7 Hit Dice or less, *et al.*). If cast at an Undead creature of any type, *obliterate* has the same effect as a *cureall* would on a living creature (curing all but 1-6 points of damage, or curing blindness or *feeblemind*, etc.).

Restore*

Range: Touch
Duration: Permanent
Effect: Restores 1 Energy Drain

This spell will restore one full level of energy (experience) to any victim who has lost a level because of Energy Drain, whether by Undead or some other attack form. It will not *restore* more than one level, nor will it add a level if none have been lost. Furthermore, the casting of this spell causes the cleric to lose 1 level of experience, as if struck by a wight; however, this effect is *not* permanent, and the cleric may rest for 2-20 days to regain the loss.

The reverse of this spell (*life drain*) will drain one level of experience from the victim touched, just as if touched by a wight or wraith. The casting of this spell does not cause any loss to the cleric, nor does it require any rest, but it is a Chaotic act, avoided by Lawful clerics.

Druid

A Neutral cleric of 9th level or greater may choose to study nature instead of remaining among "civilized" areas. This type of cleric is called a druid. The cleric must find and live in a woodland home, meditating for 1-4 months. During that time, the cleric is found, tested, and taught by a higher level druid (usually 25th level or greater), and then joins the realm of the druids.

A druid is pure Neutral, never Lawful or Chaotic. The druid's way of life is devoted to the balance of all things, and the study of nature. Any change of alignment results in the loss of all druid benefits (given below) until Neutral alignment is restored.

The main differences between a druid and a normal cleric are:

1. A druid cannot cast any spell that affects good or evil (personal or ranged *protection from evil* or *dispel evil*).
2. New spells only for druids may be cast. The total number of spells that may be cast in one day does not change, but a druid may select from *both* the cleric and druid lists.
3. A druid must live in a woodland home, rather than in a town or city.
4. A druid may not wear metal armor of any type, nor use metal items. Leather is the only possible armor for druids, and while a shield may be used, it must be made entirely of wood. The standard weapon restrictions for clerics apply to druids, and they may only use wooden weapons (a specially made wooden hammer, wooden staff, etc.).
5. There are only nine* druids of 30th level, and lesser numbers of each higher level. When the character gains enough XP to reach 30th level, one of the Nine must be found and fought by unarmed combat. If the character loses, 30th level is *not* gained (but a new challenge may be issued every 3 months). Details on this combat, and the higher ranks of the druid realm, are given in the D&D Master Set.

*For large-scale campaigns, limits might only apply per continent (DM's choice).

Druid Philosophy

A druid character studies life itself—the balance of Nature and all living things. Druid items and equipment are all made of items that were once alive (leather, wood, etc.). "Dead" things that have never been alive are repulsive to the druid; the character simply *won't want to use or touch them.* However, the character should not object if others use "dead" things. Thus, a druid can be a challenging character to play, but the role can be very entertaining.

The great enemies of all druids are the Undead. Druids have no power to "Turn Undead" and may contact town churches if Undead threaten their realms.

Every druid lives in, protects, and tends a section of woodlands. Druids do not think of themselves as owners, but rather as caretakers. Nearly every tree in every woodland is cared for by a druid. Although minor damage to the woods is a fact of life, deliberate evil destruction of trees or nature is often punished by druids. Even Chaotic monsters know this, and avoid harming things of the woods lest they incur the wrath of the local druid.

The DM and players should be sure not to abuse this role; druids are not all-powerful, and believe in the balance of all things. For example, a party foraging for food would not be attacked by a druid unless they killed more animals than they could eat.

The battles of Law and Chaos are not the affairs of the druids, and they may simply watch such encounters from afar, helping neither side. When characters perform good deeds in the woodlands, such as curing wounded animals, this does *not* make the druid automatically friendly. However, assistance in fighting a huge disaster—such as a magical storm or major forest fire—could earn the gratitude and help of a druid.

Spells

The following druid spells may be learned and cast along with normal cleric spells. The total number of spells usable in one day does not change from those of a cleric; the character may select freely from both lists, except for spells that affect Good or Evil.

Druid spells are not reversible.

FIRST LEVEL DRUID SPELLS
1. Faerie Fire
2. Locate
3. Predict Weather

SECOND LEVEL DRUID SPELLS
1. Obscure
2. Produce Fire
3. Warp Wood

THIRD LEVEL DRUID SPELLS
1. Call Lightning
2. Hold Animal
3. Water Breathing

FOURTH LEVEL DRUID SPELLS
1. Control Temperature 10′ radius
2. Plant Door
3. Protection from Lightning

FIFTH LEVEL DRUID SPELLS
1. Anti-Plant Shell
2. Control Winds
3. Pass Plant

SIXTH LEVEL DRUID SPELLS
1. Anti-Animal Shell
2. Transport Through Plants
3. Summon Weather

SEVENTH LEVEL DRUID SPELLS
1. Creeping Doom
2. Metal to Wood
3. Weather Control

First Level Druid Spells

Faerie Fire

Range: 60′
Duration: 1 round per level of caster
Effect: Illuminates creatures or objects

With this spell, the druid can outline one or more creatures or objects with a pale, flickering greenish fire. The fire does not inflict any damage. The objects or creatures need only be detected in some way (such as by *detect magic)* to be the object of this spell.

All attacks against the outlined creature or object gain a +2 bonus to Hit rolls, as it is more easily seen.

The druid can outline 1 man-sized creature (about 12 feet of fire) for each 5 levels of

experience. Thus, at 20th level, 48′ of fire can be produced (outlining one dragon-sized creature, 2 horse-sized, or 4 man-sized creatures).

Locate

Range: 0 (druid only)
Duration: 6 turns
Effect: Detects 1 animal or plant within 120 feet

This spell allows the druid to sense the direction of one known normal animal or plant. The druid can locate (similar to the *locate object* spell) any normal or giant-sized animal, but not fantastic creatures, plant monsters, nor any intelligent creature or plant. He must name the exact type of animal or plant, but does not need to see the specific one he wishes to locate. The animal or plant gets no Saving Throw. (This spell is most often used to find special plants.)

Predict Weather

Range: 0 (druid only)
Duration: 12 hours
Effect: Gives knowledge of coming weather

This spell enables the druid to learn the accurate weather to come for the next 12 hours. It affects an area 1 mile in diameter per level of the druid; for example, a 20th level druid would learn the weather within a 10 mile radius. The spell does not give any control over the weather, merely predicting what is to come.

Second Level Druid Spells

Obscure

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Creates a huge misty cloud

This spell causes a misty vapor to arise from the ground around the druid, forming a huge cloud. The cloud is 1′ high per level of the druid, and is 10′ across for each level. For example, a 20th level druid would cast an *obscure* 20′ tall and 100′ radius. The cloud has no ill effects except to block vision. The caster, and all creatures able to see invisible things, will be able to dimly see through the cloud. All other creatures within the cloud will be delayed and confused by the effect.

Produce Fire

Range: 0 (druid only)
Duration: 2 turns per level
Effect: Creates fire in hand

This spell causes a small flame to appear in the druid's hand. It does not harm the caster in any way, and sheds light as if a normal torch. The flame can be used to ignite combustible materials touched (lantern, torch, oil, etc.) without harming the magical flame. While holding the flame, the caster can cause it to disappear and reappear by concentration once per round, until the duration ends. Other items may be held and used in the hand while the fire is out. If desired, the fire may be dropped or thrown to 30′ range, but disappears 1 round after leaving the druid's hand.

Warp Wood

Range: 240′
Duration: Permanent
Effect: Causes wooden weapons to bend

This spell causes one or more wooden weapons to bend and (probably) become useless. The spell will affect one arrow for each level of the caster; a spear, javelin, or magic wand is treated as two arrows' worth, and any club or staff (magical or otherwise) as four. The spell will not affect any wooden items other than weapons. If a magical wooden item is the target (such as a staff), the wielder may make a Saving Throw vs. Spells to avoid the effect. Items carried but not held get no Saving Throw; magical items with "plusses" might not be affected, at a 10% chance per "plus." (For example, an *arrow +1* would have a 10% chance of being unaffected.)

Third Level Druid Spells

Call Lightning

Range: 360′
Duration: 1 turn per level of the caster
Effect: Calls lightning bolts from a storm

This spell cannot be used unless a storm of some (any) type is within range of the druid. If a storm is present, the druid may call 1 lightning bolt per turn (10 minutes) to strike at any point within range. The *lightning bolt* descends from the sky, hitting an area 20′ across. Each victim within that area takes 8-48 (8d6) points of electrical damage, but may make a Saving Throw vs. Spells to take 1/2 damage. The druid need not call the lightning every turn unless desired; it remains available until the spell duration (or the storm) ends.

Hold Animal

Range: 180′
Duration: 1 turn per level of the caster
Effect: Paralyzes several animals

This spell will affect any normal or giant-sized animal, but will not affect any fantastic creature, nor one of greater than animal intelligence. Each victim must make a Saving Throw vs. Spells or be paralyzed for 6 turns. The druid can affect 1 Hit Die of animals for each level of experience, ignoring "plusses" to Hit Dice. For example, a 20th level druid could cast the spell at 10 giant toads (2+2 Hit Dice each). Note that the spell *can* affect summoned, conjured, or controlled animals.

Water Breathing

Range: 30′
Duration: 1 day
Effect: One air-breathing creature

This spell allows the recipient to breathe while under water (at any depth). It does not affect movement in any way, nor does it interfere with the breathing of air.

Fourth Level Druid Spells

Control Temperature 10′ radius

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Cools or warms air within 10′

This spell allows the druid to alter the temperature within an area 20′ across. The maximum change is 50 degrees (Farenheit), either warmer or cooler. The change occurs immediately, and the effect moves with the druid. The temperature may be changed by mere concentration for 1 round, as long as the spell lasts.

The spell is useful for resisting cold or heat so the caster may survive any temperature extremes.

Plant Door

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Opens a path through growth

For the duration of this spell, no plants can prevent the druid's passage, no matter how dense. Even trees will bend or magically open to allow the druid to pass. All equipment carried can also be moved through such barriers, but no other creature can use the passage.

Note that a druid can hide inside a large tree after casting this spell. The druid cannot see what is happening while he is in the tree.

Protection from Lightning

Range: Touch
Duration: 1 turn per level of the caster
Effect: Protects against electrical attack

Any recipient of this spell is immune to a given amount of electrical damage. The exact amount is determined by the level of the druid: for each level of experience, one Die of damage is negated. Thus, a 20th level druid could be protected against 2 full *call lightning* attacks (of 8 dice each), plus half of a third. Any electrical attacks partially negated are handled normally for the remaining damage; in the example above, the druid would take 4-24 points of damage, or 2-12 points if the Saving Throw were made.

Fifth Level Druid Spells

Anti-Plant Shell

Range: 0 (druid only)
Duration: 1 round per level of the druid
Effect: Personal barrier which blocks plants

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by plants and plant-like monsters, so that they can inflict no damage. If the caster pushes through normal but dense growth while protected, an opening will result, passable by others. While protected, the druid cannot attack plants except by magic spells; the plants are protected from the druid's physical attacks, just as the druid is protected from theirs.

Control Winds

Range: 10′ radius per level of the caster
Duration: 1 turn per level of the caster
Effect: Calms or increases winds

With this spell, the druid can cause all the air within range to behave as desired, either increasing to gale force or slowing to a dead calm. One full turn of concentration (can't move or attack) is needed to change the wind completely (calm to gale, for example). The effect can be countered easily by any higher level caster using the same spell. The effect moves with the caster.

If used against an air creature (such as an elemental), the victim may make a Saving Throw vs. Spells. If this is failed, the druid may slay or control the air creature by proper use of the wind force. The creature will only obey as long as concentration is maintained; if concentration is broken, the creature will attack (in a manner identical to elemental control).

Pass Plant

Range: 0 (druid only)
Duration: Instantaneous
Effect: Short-range teleportation

With this spell, the druid can enter one tree, teleport, and immediately step out of another tree of the same type. The trees must be large enough to enclose the druid. The range a druid can teleport varies by the type of tree, as follows.

Oak	600 yards
Ash, Elm, Linden, Yew	360 yards
Evergreen trees	240 yards
Other trees	300 yards

Sixth Level Druid Spells

Anti-Animal Shell

Range: 0 (druid only)
Duration: 1 turn per level of the caster
Effect: Personal barrier which blocks animals

This spell creates an invisible barrier around the druid's body (less than an inch away). The barrier stops all attacks by animals, both normal and giant-sized, as well as insects and all other non-fantastic creatures of animal intelligence or less. The druid cannot attack animals while protected except by use of magical spells; the animals are protected from the druid's physical attacks, just as the druid is protected from theirs.

Transport Through Plants

Range: Infinite
Duration: Instantaneous
Effect: Long-range teleportation

This spell may be used once per day at most. The druid must be near a plant (of any size), and must choose either a general location or a specific known plant elsewhere. After casting the spell, the druid magically enters the nearby plant and steps out of a plant at the destination (the exact plant determined randomly if not specified). There is no limit to the range, but the plants must both be living for the spell to work, and must both be on the same Plane of Existence. If either plant is dead, the spell fails. Otherwise, the caster immediately reappears at the new location.

The caster can transport 2 additional, willing creatures.

Summon Weather

Range: 5 miles or more
Duration: 6 turns per level
Effect: Brings weather to druid's area

When this spell is cast, some known nearby weather is pulled to the druid's location. The druid does *not* have control of the weather, but merely summons it.

Severe weather (hurricane, severe heat wave, etc.) may only be summoned by a druid of 25th level or greater. The range of summoning is 5 miles at levels 12 to 15, adding 1 mile for each level of the caster above 15th. (For example, a 20th level druid could *summon weather* from up to 10 miles away.)

Seventh Level Druid Spells

Creeping Doom

Range: 120′
Duration: 1 round per level of the caster
Effect: Creates a 20′ × 20′ insect horde

This spell magically creates a huge swarm of 1,000 creeping insects, appearing anywhere within 120′ of the druid (as chosen by the caster). They fill an area 20′ × 20′ at least, and can be ordered to fill any area up to 60′ × 60′ (at most).

The *creeping doom* can move at up to 60′/turn (20′/round) if the caster remains within 120′ of any part of the swarm. They vanish after the duration ends, or whenever the druid is more than 120′ from them.

The insects always attack everyone and everything in their path, inflicting 1 point of damage per 10 insects—a total of 100 points per round per creature—to all within it (no Saving Throw). Normal attacks (such as fire) can damage the horde slightly, but even a *fireball* spell will only slay 100 of them (reducing the damage accordingly). The *creeping doom* can be destroyed by a *dispel magic* spell (at normal chances for success), but it can penetrate a *protection from evil* effect, and can move over most obstacles at the normal movement rate.

Metal to Wood

Range: 120′
Duration: Permanent
Effect: Changes metal into dead wood

This spell can be used to change any metal item or items into wood. The amount that can be transmuted is 50 cn per level of the caster. Any magical metal item is 90% resistant to the magic. The effect is permanent, and cannot be changed back with a *dispel magic* spell.

Any armor changed to wood falls off the wearer and any weapons affected turn to non-magical wooden clubs.

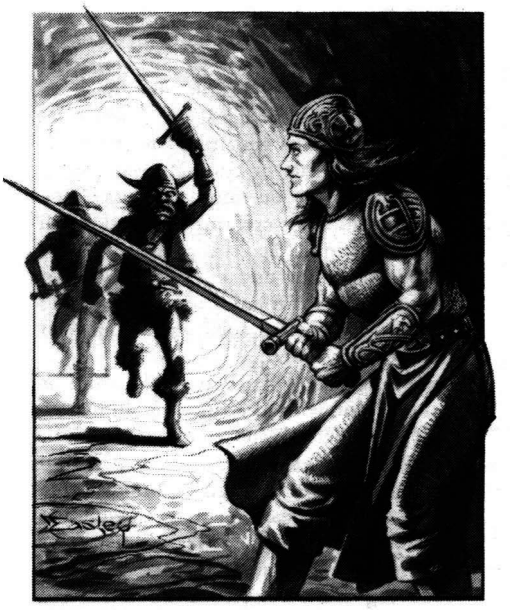
Weather Control

Range: 0 (druid only)
Duration: Concentration
Effect: All weather within 240 yards

This effect is identical to the 6th level magic-user spell (see page 21).

Fighter

A 15th-25th level fighter is called a Lord (if male) or Lady (female). The following XP and Saving Throw tables apply to fighters of all types, and should be combined with the charts given in the D&D Expert Set.



FIGHTER EXPERIENCE TABLE

Level	XP
15	960,000
16	1,080,000
17	1,200,000
18	1,320,000
19	1,440,000
20	1,560,000
21	1,680,000
22	1,800,000
23	1,920,000
24	2,040,000
25	2,160,000

FIGHTER SAVING THROW TABLE

Level:	13-15	16-18	19-21	22-24	25
Death Ray or Poison	6	5	5	4	4
Magic Wands	6	6	5	5	4
Paralysis or Turn to Stone	7	6	6	5	5
Dragon Breath	8	7	6	5	4
Rod, Staff, or Spell	9	8	7	6	5

Becoming a Land Owner

Most dominion (owned territory) rulers are fighters. The art of fighting is a necessary skill in the D&D world, and professional fighters generally survive longer than other people.

As a land owner, fighters are less restricted than other classes. They may remain independent or swear fealty to another ruler.

Your DM will tell you what system of government is used in his campaign, and what the character must to do obtain land and rule a dominion.

Travelling

The alignment of a wandering fighter determines his or her title, special abilities, and so forth.

A LAWFUL wandering fighter may be known as a **Paladin** if he meets the following requirements. Otherwise, he may be a **Knight.**

1. A fighter *must* swear fealty (an oath of service) to a Lawful church to gain Paladin status. The fighter must be Name level or greater to be accepted by the church. Thereafter, the Paladin may be summoned by the church's leaders (the Theocracy) at any time, and must do as they command, as long as the service aids the powers of Good.
2. A Paladin can *detect evil* (as the cleric spell) up to once per round, simply by concentrating (Range: 120').
3. If the Paladin's Wisdom score is 13 or greater, the character can cast cleric spells as if a cleric of one-third the level of the fighter (rounded down). If the Wisdom score is 12 or less, the fighter can still be a Paladin, but cannot cast spells. *For example,* a 17th level Paladin can cast spells as if a 5th level cleric.

   The Paladin learns how to meditate and cast spells from the clerics of the church. The clerics will refuse any offer of compensation or payment for this service.
4. A Paladin can *Turn Undead,* as if a cleric of one-third the level of the fighter, rounded down.
5. A Paladin may only travel with a number of hirelings equal to no more than his clerical level.
6. A Paladin *must* assist anyone who asks for for help—with two exceptions: evil need not be aided, and if the Paladin is on a mission for a higher authority (such as a Quest, serving a Duke, etc.), only a small amount of help need be given, along with an explanation. "Assistance" never involves donations of money or items, but only service for a short time.

A NEUTRAL wandering fighter may become a *Knight.* To gain Knighthood, a fighter must swear fealty to royalty (a Prince, King, or Emperor). In return, the ruler will declare the character a Knight; that ruler then becomes the Knight's "liege." Lawful and Chaotic fighters may become Knights if they do not become Paladins or Avengers (either by choice or by failure to meet the requirements).

The following rules apply to Knights, the most common of the wandering fighters.

1. If summoned by his liege, the Knight must report as quickly as possible, and must serve as the liege orders.
2. If the Knight ever refuses to obey the liege, or ever swears fealty to any other liege, the Knight loses 3 levels of experience. (The DM may increase this penalty if the offense warrants it; the previous liege may even order the offender slain. In addition, rumors and tales of the "traitorous Knight" may haunt the character forever after.

   If his liege dies, the Knight is free to choose another. Additional benefits (lands, money, etc.) may be awarded to loyal Knights that swear fealty to the successor of a liege who dies.

   A Knight may petition the liege for a peaceful end to his oath; however, this is rare, and rarely granted. The Knight would be banished, at the least, and could be stripped of all possessions as well.
3. A Knight may visit *any* castle, of any territory, and request Sanctuary. The castle owner must, by the customs of the land, give the Knight a place to stay for up to three days, along with food and drink. No friendliness need be shown, but the Knight cannot be challenged, attacked, or refused Sanctuary. This custom is nearly universal.
4. If a *Call to Arms* sounds (a call for knights to battle for justice), the Knight must respond. This declaration can only be issued by the ruler of a large town (Mayor) or territory (Archduke or greater status) through which the Knight is passing. When the Call to Arms sounds, the Knight must immediately travel as fast as possible to the ruling castle of the territory, and fight as ordered by the ruler. The Knight is entitled to compensation for this

service; a gift must be granted by the ruler issuing the Call to Arms, *if* the Knight demands it (although this is not required of the Knight).

There are two notable exceptions to this custom. In lands where "civilization" is unknown, this custom might not be used. More commonly, if the Knight is within a territory that has declared itself hostile to the Knight's liege, the Knight need not respond. The Knight may, in fact, be a known enemy, and may be in great danger when the Call to Arms sounds.

A CHAOTIC wandering fighter may become an *Avenger* if he meets the following requirements. Otherwise, a Chaotic wandering fighter may become a *Knight*.

1. The fighter must make an alliance with a Chaotic church. This is *not* a swearing an oath of fealty, but a loose agreement of loyalty and support; the church may decline the offer. If the church accepts, the church's leaders may summon the Avenger at any time, and he must do as they command. If they are disobeyed, all benefits of the Avenger are lost. Even then, the fighter may regain Avenger status by negotiating with a different church.
2. An Avenger can *detect evil* (as the cleric spell) up to once per round, simply by concentrating (Range: 120').
3. If the Avenger's Wisdom score is 13 or greater, the Avenger can learn to cast cleric spells as if a cleric of one-third the level of the fighter (rounded down). If the Wisdom score is 12 or less, the fighter can still be an Avenger, but cannot cast spells. *For example,* a 20th level Avenger can cast spells as if a 6th level cleric.

   The Avenger learns how to meditate and cast spells from the clerics of the church—but at a price (DM's choice, but a minimum of 10,000 gp per spell level gained is recommended).
4. An Avenger may *Turn Undead* as if a cleric of one-third the fighter's level, but with an important difference. If the result is "Turn" or "Destroy," the Avenger may choose to control them instead of gaining the usual result. If control is chosen, it lasts for 1 turn per level of the Avenger. Undead thus controlled behave as if *charmed*, obeying the Avenger as if friends.

   However, if the Undead are Turned or Destroyed by a cleric during the duration of the control, the control is dispelled immediately, and cannot be renewed. If the duration of the control ends without incident, the Undead will flee (as if Turned).
5. An Avenger may not have human or demi-human hirelings. However, the Avenger may try to *persuade* monsters of Chaotic alignment. If a Chaotic creature is not immediately hostile, the Avenger may offer food or treasure, indicating (through word or gestures) friendship. If this fails, threats or combat resulting in surrender may accomplish nearly the same result. If the creature's Reaction roll indicates friendship, the creature is *persuaded* to follow and obey the Avenger. The effect lasts for a duration identical to a *charm* magic-user spell; once it ends, it cannot be renewed.
6. An Avenger may visit any castle, ruin, or dungeon known to be ruled by an intelligent Chaotic monster or character and, using his alignment tongue, demand Sanctuary (see Knight, above). An Avenger may speak normally to rulers of other alignments and check for normal reactions. The Ruler may be deceived, believing the Avenger to be a Knight (unless forewarning or some magical means reveals the Avenger's true status); if deceived, the Ruler will give normal Sanctuary.

Fighter Combat Options

The following characters may use the optional combat maneuvers:

1. Any wandering fighter who gains Paladin, Knight, or Avenger status;
2. Any land owning fighter who swears fealty to a ruler;
3. Any demi-human character who achieves Knight status, either within or outside of the clan.

Other human classes may *not* use these maneuvers (including fighters who do not achieve any special status) because they require special study of the art of hand-to-hand combat, taught only by Knights, Paladins, and Avengers.

Multiple Attacks: The character gains this ability at 12th level. Demi-humans gain this ability at certain XP levels, as given in the class descriptions. If the character can hit an opponent with a Hit roll of 2 (calculated including all adjustments), he may make 2 attacks each combat round. At level 24 and higher, he may make 3 attacks; at level 36, he may make 4 attacks each round. This applies to ideal circumstances, and the character may use movement or some other action instead of an extra swing.

Smash: The character using a Smash automatically loses initiative, and accepts a -5 penalty to his Hit roll. If the attack hits, add the character's entire Strength score to the normal damage inflicted (based on the weapon used), plus magic *and* Strength bonuses if applicable.

Parry: The character does not attack at all, but spends the round blocking attacks with his weapon. All who attack hand-to-hand against a Parrying character suffer a -4 penalty to their Hit rolls. This does *not* apply to any device-hurled missile, but *does* apply to hand-hurled missiles.

Disarm: This action may only be used against a weapon-using opponent. Creatures whose weapons are natural (claws, teeth, etc.) *cannot* be disarmed. To Disarm, the character makes a normal Hit roll. If the attack hits, no damage is inflicted. Instead, the victim must roll 1d20 minus any Dexterity bonuses of the victim plus those of the attacker. If the modified roll is greater than the victim's Dexterity* score, the victim is Disarmed. The victim may either switch weapons, using another weapon carried (suffering only the loss of initiative for the next round), or try to *retrieve* the weapon dropped (see below).

When retrieving a weapon, a victim must "Retreat" (as defined in the D&D Basic Set) to get it. *Note:* Many situations may make it impossible to retrieve the weapon (losing the weapon over a cliff, opponents nearby pick up weapon, etc.).

*DM: Roll or select a Dexterity score if the victim is an NPC. For monsters, assume a Dexterity score of 11. The DM may modify this, considering the creature's general characteristics (small and quick, large and clumsy, and so forth).

Magic-user

A 15th-25th level magic-user is called a Wizard (if male) or Maga (female). The following XP, Spells, Saving Throw and Hit roll charts apply to magic-users of all types, and should be added to the charts given in the D&D Expert Set.

MAGIC-USER EXPERIENCE TABLE

Level	XP	Spells by spell level 1	2	3	4	5	6	7	8	9
15	1,200,000	5	4	4	4	3	2	1	-	-
16	1,350,000	5	5	5	4	3	2	2	-	-
17	1,500,000	6	5	5	4	4	3	2	-	-
18	1,650,000	6	5	5	4	4	3	2	1	-
19	1,800,000	6	5	5	5	4	3	2	2	-
20	1,950,000	6	5	5	5	4	4	3	2	-
21	2,100,000	6	5	5	5	4	4	3	2	1
22	2,250,000	6	6	5	5	5	4	3	2	2
23	2,400,000	6	6	6	6	5	4	3	3	2
24	2,550,000	7	7	6	6	5	5	4	3	2
25	2,700,000	7	7	6	6	5	5	4	4	3

MAGIC-USER SAVING THROW TABLE

Level:	11-15	16-20	21-24	25
Death Ray or Poison	9	7	5	4
Magic Wands	10	8	6	4
Paralysis or Turn to Stone	9	7	5	4
Dragon Breath	12	10	8	6
Rod, Staff, or Spell	9	6	4	3

Becoming a Land Owner

A magic-user who wants to settle down, rather than travel, may choose to remain *independent or to live with an existing ruler.*

Independent magic-users often ignore titles completely, which adds to their mysterious reputation. They are commonly referred to as "Wizards," whatever their actual names or titles may be. An independent magic-user may build or seize a tower. Permission from the local ruler need not be acquired beforehand; it will almost always be forthcoming once the magic-user moves into the tower. However, if permission *is* sought beforehand, the ruler will probably give the magic-user a gift (along with the dominion) to keep the favor of the character. (Only the most powerful of rulers would dare to offend a magic-user, whatever the alignment).

After the magic-user moves into the tower, a dungeon may be built beneath or near it. The dungeon is most often constructed by hiring specialists in mining, but can be created magically if the proper spells are known and used. When one or more levels of the dungeon are completed and thereafter left open, monsters will start to arrive and build lairs. Shortly thereafter, low-level adventurers may start arriving to seek their fortunes.

Most magic-users with dungeons visit them once each month (or more), gathering any magical treasures that remain. If too much treasure is taken from the monsters, they will probably move out. Occasionally, if done quietly and secretly, the magic-user may capture some of the monsters for use in magical research and potion making. This must be done carefully, lest the remaining monsters be scared away.

Occasionally, wandering magic-users may come and offer to help with Magical Research (rules explained in D&D Expert). The offer may be accepted or ignored, as desired.

If a land owning magic-user cannot or does not want to maintain a Tower, the character may apply for a position as a **Magist** (MAY-jist) in any existing castle or stronghold. The Magist advises the ruler in matters involving magic, and handles the magical needs of the ruler and the stronghold.

To become a Magist, the magic-user must first find a ruler who is willing to hire and support him. He must negotiate payment and other benefits with the ruler. Finally, the character *must* swear an oath of service or fealty to that ruler to become a Magist.

When the agreements and terms are complete, the ruler supplies all the Magist's needs, including a place to stay in the stronghold (usually a suite of several rooms), guards and servants, and other agreed-upon benefits (such as magic items, either to use or as outright gifts). The ruler usually pays for Magical Research costs if the item or spell researched will benefit the stronghold. The Magist must serve the ruler as ordered in all respects, but is never required to fight or otherwise be placed in danger.

A Magist may go on normal adventures if the ruler gives permission. The ruler knows that more experience means a more powerful Magist, and will usually give permission if no immediate magical needs are pressing.

Travelling

A wandering magic-user is known as a Magus.

1. A Magus may visit any land owning *magic-user to offer to help with* Magical Research. If the offer is accepted, any items or spells researched will be completed in half the normal time, and with double the normal chances for success!
2. A Magus has a chance (checked by the DM) to find treasure maps, and to hear rare rumors of powerful magic items.
3. The Magus will attract powerful wandering fighters and clerics, who offer to travel with and help the Magus in return for pay. These followers are of levels much higher than normal (5th at minimum, no maximum).

Spells

All details on spell casting are given in the D&D Basic and Expert Sets. Any spell marked with an asterisk (*) may be reversed, as given in the spell description. All reversible magic-user spells *must* be memorized in reversed form to be used.

All spells of levels 5-7 are listed, with some of 8th and 9th levels. Most 5th and 6th level

spells are explained in the Expert Set; additions are explained hereafter. More 8th and 9th level spells are given in the D&D Master Set.

IMPORTANT NOTE: The maximum damage produced by *any* single spell—including *fire ball, lightning bolt*, and *delayed blast fire ball*—is **20 dice**, of the type specified (usually 20d6). This is *very important* for game balance, and should not be disregarded. For example, without this maximum, a 36th level magic-user could instantly slay any other magic-user by surprise, *regardless of the results of the Saving Throw*!

FIFTH LEVEL MAGIC-USER SPELLS

1. Animate Dead
2. Cloudkill
3. Conjure Elemental
4. Contact Outer Plane
5. Dissolve*
6. Feeblemind
7. Hold Monster*
8. Magic Jar
9. Pass-Wall
10. Telekinesis
11. Teleport
12. Wall of Stone

SIXTH LEVEL MAGIC-USER SPELLS

1. Anti-Magic Shell
2. Death Spell
3. Disintegrate
4. Geas*
5. Invisible Stalker
6. Lower Water
7. Move Earth
8. Projected Image
9. Reincarnation
10. Stone to Flesh*
11. Wall of Iron
12. Weather Control

SEVENTH LEVEL MAGIC-USER SPELLS

1. Charm Plant
2. Create Normal Monsters
3. Delayed Blast Fire Ball
4. Lore
5. Magic Door*
6. Mass Invisibility*
7. Power Word Stun
8. Reverse Gravity
9. Statue
10. Summon Object
11. Sword
12. Teleport any Object

EIGHTH LEVEL MAGIC-USER SPELLS

1. Dance
2. Explosive Cloud
3. Mass Charm*
4. Mind Barrier*
5. Permanence
6. Polymorph any Object
7. Power Word Blind
8. Symbol

NINTH LEVEL MAGIC-USER SPELLS

1. Gate*
2. Maze
3. Meteor Swarm
4. Power Word Kill

Fifth Level Magic-user Spells

Contact Outer Plane

Range: 0 (magic-user only)
Duration: See below
Effect: 3-12 questions may be answered

This spell allows the magic-user to contact one of the Outer Planes of Existence to seek knowledge from an Immortal creature (played by the DM). The wisest and most powerful Immortals live on the most distant Outer Planes. However, mental contact with an Immortal may cause a mortal to go insane. The more distant the plane, the greater the chance of a correct answer—but the greater the chance of Insanity as well.

The number of questions the magic-user may ask is equal to the distance* to the Outer plane. The caster may choose the distance, up to the maximum allowed. The chance of insanity is checked once, when the Immortal is first contacted. If the caster is 21st level or greater, the chance of insanity is reduced by 5% per level of the caster above 20. If insanity does not result, the Immortal may still not know the answer, or may lie. The chances of knowing and lying are checked for each question.

Distance and Number of Questions	Chance of... Insanity	Knowing	Lying
3	5%	25%	50%
4	10	30	45
5	15	35	40
6	20	40	35
7	25	50	30
8	30	60	25
9	35	70	20
10	40	80	15
11	45	90	10
12	50	95	5

This spell may be used once a month at most (or less often, at the DM's option). An insane character recovers with rest, after a number of weeks of game time equal to the number of the plane contacted.

* The "distance" to any other plane of existence is the number of planes that would be crossed if that plane were visited. The "distance" between the Prime Plane and the closest outer plane is 3, as the ethereal, elemental, and astral planes lie "between" them. There are many Outer Planes, but most are too far removed to be affected by this spell.

Dissolve*

Range: 120'
Duration: 3-18 days
Effect: Liquifies 3000 square feet

This spell changes a volume of rock to a morass of mud. An area 10' deep or thick is affected, and may be up to 3,000 square feet in surface area. The victim may get mired and become unable to move. The magic-user may choose the exact width and length (20'× 150', 30'× 100', etc.), but the entire area of effect must be within 120' of the caster. Creatures entering the mud are slowed to 10% of their normal movement rate at best, and may become stuck.

The reverse of this spell (*harden*) will change the same volume of mud to rock, but permanently. A victim in the mud may make a Saving Throw vs. Spells to avoid being trapped.

Feeblemind

Range: 240'
Duration: Permanent until dispelled
Effect: Lowers Intelligence score to 2

This spell will only affect a magic-user, elf, or spell-casting monster. It will make the victim helpless, unable to cast spells or think clearly (as if having an Intelligence score of 2). The victim may make a Saving Throw vs. Spells to avoid the effect, but with a -4 penalty to the roll. The *feeblemind* lasts until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Telekinesis

Range: 120'
Duration: 6 rounds
Effect: 200 cn of weight per level of caster

This spell enables the magic-user to move a creature or object simply by concentrating. The item may weigh up to 200 cn per level of the caster (a 10th level elf could move an object weighing up to 2,000 cn). The caster may move the object in any direction, at a rate of up to 20' per round.

An unwilling victim may make a Saving

Throw vs. Spells to avoid the effect. If a target is held by someone, the holder gets a Saving Throw with a -2 penalty. If the object is carried but not held, the owner may grab for the departing object, making a Saving Throw with a -5 penalty. The caster must concentrate while moving objects, and the objects will fall if disturbed.

If a wall of stone topples, it causes 10-100 points of damage and shatters.

Sixth Level Magic-user Spells

Move Earth

Range: 240′
Duration: 6 turns
Effect: Moves soil

This spell causes soil (but not rock) to move. It may be used to move earth horizontally to make a hill, or vertically, to open a large hole. The hole may be up to 240′ deep, unless solid rock is reached. The soil may be moved at up to 60′ per turn, and at the end of the spell duration, the moved soil remains where it is put. The spell is helpful for constructing castles.

Reincarnation

Range: 10′
Duration: Permanent
Effect: Creates a new body

To cast this spell, the magic-user must have part of the dead body, however small that part may be. When the spell is cast, a new body magically appears, and the life force which was once in the dead body returns and inhabits the new one. The DM refers to the tables below to find the form of the new body.

If the life force is *reincarnated* as a different race, all details of the new race apply, instead of the old. *For example,* a cleric reincarnated as an elf is no longer a cleric, but is able to cast magic-user spells and fight as an elf.

The level of experience does not change unless restricted by the maximum for demi-humans. If a monster body appears, the type of monster is based on the alignment of the life force. A monster body may not gain levels of experience; the character must play as reincarnated or retire from play.

(1d8)		
	1 Human	5 Elf
	2 Human	6 Halfling
	3 Human	7 Original race
	4 Dwarf	8 Monster (use table below)

MONSTERS

1d6	Lawful	Neutral	Chaotic
1	Blink Dog	Ape, White	Bugbear
2	Gnome	Bear*	Gnoll
3	Neanderthal	Centaur	Kobold
4	Owl, giant	Griffon	Manticore
5	Pegasus	Lizard Man	Orc
6	Treant	Pixie	Troglodyte

*Any normal bear

(The DM may add more monsters to the lists. Such monsters should have 8 Hit Dice or less and should be at least semi-intelligent.)

Wall of Iron

Range: 120′
Duration: Permanent
Effect: Creates 500 square feet of iron

This spell creates a vertical wall of iron exactly 2″ thick. The magic-user may choose any length and width, but the total area must be 500 square feet or less (10′×50′, 20′×25′, etc.), and the entire wall must be within 120′ of the caster. The caster must create the wall so it rests on the ground or similar support. It cannot be cast in a space occupied by another object. It lasts until dispelled, disintegrated, or physically broken (though it will resist all but giant-sized physical attacks). Most other spell effects, including *fire ball, lightning bolt,* etc., have no effect on a *wall of iron.* If the wall is made to topple, it causes 10-100 points of damage and shatters.

If the wall is attacked, it has a number of "hit points" equal to the level of the caster. The wall can only be damaged by battering. Giants inflict 1 point of battering damage per blow, and certain other creatures might damage it in other ways; a rust monster can destroy a *wall of iron* with a single touch.)

Weather Control

Range: 0 (magic-user only)
Duration: Concentration
Effect: All weather within 240 yards

This spell allows the magic-user to create one special weather condition in the surrounding area (within a 240 yard radius). The caster may select the weather condition. The spell only works outdoors, and the weather will affect all creatures in the area (including the caster). The effects last as long as the caster concentrates, without moving; if the caster is being moved (for example, aboard a ship), the effect moves also. The effects vary, but the following results are typical:

Rain: -2 penalty to Hit rolls applies to all missile fire. After three turns, the ground becomes muddy, reducing movement to 1/2 the normal rate.

Snow: visibility (the distance a creature can see) is reduced to 20′; movement is reduced to 1/2 the normal rate. Rivers and streams may freeze over. Mud remains after the snow thaws, for the same movement penalty.

Fog: 20′ visibility, 1/2 normal movement. Those within the fog might become lost, moving in the wrong direction.

Clear: This cancels bad weather (rain, snow, fog) but not secondary effects (such as mud).

Intense Heat: Movement reduced to 1/2 normal. Excess water (from rain, snow, mud transmuted from rock, etc.) dries up.

High Winds: No missile fire or flying is possible. Movement reduced to 1/2 normal. At sea, ships sailing with the wind move 50% faster. In the desert, high winds create a sandstorm, for 1/2 normal movement and 20′ visibility.

Tornado: This creates a whirlwind under the magic-user's control, attacking and moving as if a 12 HD Air Elemental. At sea, treat the tornado as a "storm or gale".

Seventh Level Magic-user Spells

Charm Plant

Range: 120′
Duration: 3 months
Effect: Charms 1 tree or more smaller plants

Similar to a *charm person* spell, this effect causes 1 tree, 6 medium-sized bushes, 12 small shrubs, or 24 small plants to become friends of the magic-user (no Saving Throw). However, a plant-like monster (treant, shrieker, etc.) may make a Saving Throw vs. Spells to resist the effect.

The *charmed* plants will understand and obey all commands of the magic-user, as long as the tasks are within their ability (including the entangling of passers-by within range, but not including movement, sensing alignment, etc.). The plants will remain *charmed* for 6 months, until the charm is dispelled, or until winter (when they sleep). (This spell is quite useful around a stronghold, both inside

and out, especially when used after a 4th level *growth of plants* spell, and possibly a *permanent spell* as well.)

Create Normal Monsters

Range: 30′
Duration: 1 turn
Effect: Creates 1 or more monsters

This spell causes monsters to appear out of thin air. All monsters appearing will understand and obey the caster's commands—fighting, carrying or fetching things, etc. They will faithfully obey all commands to the best of their abilities. Each monster will appear carrying its normal weapons and wearing its normal armor (if any), but otherwise unequipped. At the end of 1 turn, all the monsters created vanish back into thin air, along with all their equipment.

The total number of Hit Dice of monsters appearing is equal to the level of the magic-user casting the spell (with fractions dropped). The magic-user may choose the exact type of monsters created, selecting any monster with no special abilities (i.e., no asterisk next to the Hit Dice number in the monster explanation). Humans, demi-humans, and Undead cannot be created by this spell. Creatures of 1-1 Hit Dice are counted as 1 Hit Die; creatures of 1/2 Hit Die or less are counted as 1/2 Hit Die each.

For example, with this spell, a 15th level caster could summon 30 giant bats, rats, or kobolds; or 15 goblins, orcs, or hobgoblins; or 7 rock baboons, gnolls, or lizard men; or 5 boars, draco lizards, or bugbears; or 3 black bears, panthers, or giant weasels; and so forth.

Delayed Blast Fire Ball

Range: 240′
Duration: 0 to 60 rounds
Effect: Delayed blast fireball, sphere of 20′ radius

As the name implies, this is a *fire ball* spell whose blast can be delayed. The magic-user must state the exact number of rounds delay (from 0 to 60) when the spell is cast. A small rock, very similar in appearance to a valuable gem, then shoots out toward the desired location, and remains until the stated delay elapses. The "gem" may be picked up, carried, and so forth. When the stated duration ends, an effect identical to a normal *fire ball* is produced—a sudden instantaneous explosion inflicting 1-6 points of damage per level of the caster to all within the area of effect (a sphere of 20′ radius). Each victim may make a Saving Throw vs. Spells to take 1/2 damage.

Once the spell has been cast, the explosion cannot be hurried nor further delayed, except with a *wish*. The "gem" created is pure magic, not an actual object, and cannot be moved magically (by *telekinesis, teleport,* etc.), though it can be *dispelled.*

Lore

Range: 0 (magic-user only)
Duration: Permanent
Effect: Reveals details of 1 item, place, or person

By means of this spell, the magic-user may gain knowledge of one item, place, or person. If an item is held by the caster, the spell takes 1-4 turns to complete, and the magic-user learns the item's name, method of operation and command words (if any), and approximate number of charges (if any, within 5 of the correct number). If the item has more than one mode of operation, or more than one command word, only one function will be revealed for each *lore* spell used, without a clue to others.

If a place or person is being investigated or if the item is not held, the spell may take 1-100 days to complete, depending on the number of details already known. (The DM may reveal only general details if the place is large, or if the person is of great power.) A purely legendary topic should require large amounts of time, and the information gained may be in the form of a riddle or poem.

Magic Door*

Range: 10′
Duration: 7 uses
Effect: Creates one passage

This spell may be cast on any wall, floor, ceiling, or section of ground. It creates a magical, invisible doorway that only the spell caster may use. It also creates a passage through up to 10′ of non-living solid material beyond the doorway itself. It cannot be created in a living object of any kind. The door is undetectable except by a *detect magic* spell, and cannot be destroyed except by a *dispel magic* spell (at normal chances for success).

The *magic door* lasts until dispelled, or until it has been used 7 times. Note that each passage through the door is a separate use.

The reverse of this spell (*magic lock*) is a powerful version of the 2nd level *wizard lock* spell, but cannot be affected by a *knock* spell, nor by the effects of any magic item. The *magic lock* causes any one portal to become totally impassable as long as the magic remains, usable only by the caster of the spell. The spell can affect an empty 10′×10′ portal-like area (such as an empty doorway). The *locked* portal does not change in appearance. As with a *magic door,* the enchantment remains until the portal has been used 7 times or until removed by a *dispel magic* spell.

Mass Invisibility*

Range: 240′
Duration: Permanent until broken
Effect: Many creatures or objects

This bestows *invisibility* (as the 2nd level spell) on several creatures. All the recipients must be within an area 60′ square within 240′ of the magic-user. The spell will affect up to 6 dragon-sized creatures, or up to 300 man-sized creatures (treating one horse as 2 men). After the spell is cast, each creature becomes invisible, along with all equipment carried (as explained in the Basic Set Players Guide, page 41).

The reverse of this spell (*appear*), will cause all invisible creatures and objects in a 20′× 20′× 20′ volume to become visible. Creatures on astral and ethereal Planes are *not* within the area of effect; the spell cannot reach across planar boundaries. All other forms of invisibility are affected, both magical and natural, and all victims of this spell cannot become invisible again for 1 turn.

Power Word Stun

Range: 120′
Duration: 2-12 or 1-6 turns
Effect: Stuns 1 creature with 70 hit points or less

This spell enables the caster to *stun* one victim within 120′ (no Saving Throw). A victim with 1-35 hit points is stunned for 2-12 rounds; one with 36-70 hit points is stunned for 1-6 rounds. Any creature with 71 or more hit points cannot be affected. A *stunned* victim is unable to attack or cast spells, and suffers a -4 penalty on all Saving Throws for the duration of the *stun.*

Reverse Gravity

Range: 90′
Duration: 1/5 round (2 seconds)
Effect: Causes victims in a 30′ cubic volume to fall upward

This spell affects all creatures and objects within a cubic volume 30′× 30′× 30′, causing them to "fall" in a direction opposite normal gravity. In 1/5 round, creatures and objects can fall about 65 feet. No Saving Throw is allowed, and all victims hitting a ceiling or other obstruction take 1-6 points of damage per 10 feet fallen. Note that after the 1/5 round duration ends, gravity returns to normal, and all victims will fall back to their original places, suffering more falling damage. A Morale check must be made for each victim of this spell. *For example,* a magic-user casts this spell at a group of approaching giants in a 40′ tall room. The giants "fall" to the ceiling and then back to the floor, each taking a total of 8-48 points of damage in the process.

Statue

Range: 0 (magic-user only)
Duration: 2 turns per level of the caster
Effect: Allows the caster to turn to stone

This spell allows the magic-user to change into a statue, along with all non-living equipment carried, up to once per round (to or from statue form) for the duration of the spell. The caster can concentrate on other spells while in statue form. Although this spell does not give immunity to Turn to Stone effects (from the attack of a gorgon, for example), the caster may simply turn back to normal form one round after becoming petrified.

While in statue form, the magic-user is Armor Class -4, but cannot move. The statue cannot be damaged by cold or fire (whether normal or magical), or by normal weapons. The statue need not breathe, and is thus immune to all gas attacks, drowning, etc. Magical weapons and other spells (such as *lightning bolt*) can inflict normal damage. If a fire or cold spell is cast at the magic-user while in normal form, the character need only win the initiative (through the standard roll) to turn into a statue before the attacking spell strikes. The caster receives +2 to initiative when changing form.

Summon Object

Range: Infinite
Duration: Instantaneous
Effect: Retrieves 1 object from caster's home

By means of this spell, the magic-user can cause one non-living object to leave his or her home and appear in hand. The object must weigh no more than 500 cn, and may be no bigger than a staff or small chest. The caster must be very familiar with the item and its exact location, or the spell will not work. Each item must be prepared beforehand by sprinkling it with a special powder that costs 1,000 gp per item prepared; the powder becomes invisible, and does not interfere with the item in any way. Unprepared items cannot be summoned by this spell.

If another being possesses the item summoned, the item will not appear, but the caster will know approximately who and where the possessor is.

The magic-user may use this spell from any location, even if the item summoned is on another Plane of Existence.

Sword

Range: 30′
Duration: 1 round per level of the caster
Effect: Creates a magical sword

When this spell is cast, a glowing sword made of magic, rather than metal, appears next to the caster. The magic-user may cause it to attack any creature within 30′, simply by concentrating. If concentration is broken, the sword merely stops attacking; it remains in existence for 1 round per level of the magic-user. The sword moves very quickly, attacking twice per round, and Hit Rolls are made at the caster's level. Damage is the same as a *two-handed sword*, but this magical creation is capable of hitting any target (even those hit only by powerful magic weapons). The sword cannot be destroyed before the duration ends, except by a *dispel magic* spell effect (at normal chances for success).

Teleport any Object

Range: Touch
Duration: Instantaneous
Effect: Causes 1 object to teleport

This spell is similar to the 5th level *teleport* spell, but non-living objects can be affected. After casting this spell, the magic-user may touch one creature or object and cause it to teleport. The normal chances of error apply; an object appearing too high will fall (and probably break), and one appearing too low will disintegrate. The destination may not deliberately be one occupied by a solid object or above ground.

The maximum weight affected is 500 cn per level of the caster. If an object is a solid part of a greater whole (such as a section of wall), one 10′× 10′× 10′ cube of material (at most) will be *teleported*. If another creature possesses the item touched, (whether held or merely carried), the creature may make a Saving Throw vs. Spells (with a -2 penalty); if successful, the *teleport* fails.

If the caster uses this spell to *teleport* himself, there is no chance of error. If the caster touches another creature, it may make a Saving Throw vs. Spells (if desired) to avoid being *teleported*, but with a -2 penalty to the roll.

Eighth Level Magic-user Spells

Dance

Range: Touch
Duration: 3 or more rounds
Effect: Causes 1 victim to dance

This spell causes one victim to prance madly about, performing a jig or other dance, for 3 or more rounds. The victim gets *no Saving Throw*, and cannot attack, use spells (or spell-like abilities), or flee. While dancing, a -4 penalty applies to the victim's Saving Throws, and a +4 penalty to Armor Class as well.

The magic-user must touch the victim for the spell to take effect (a normal Hit Roll). The duration is 3 rounds for a caster of 18th-20th level; 4 rounds for levels 21-24, 5 rounds at levels 25-28, 6 rounds at levels 29-32, and 7 rounds at levels 33-36.

Explosive Cloud

Range: 1′
Duration: 6 turns
Effect: Creates a moving poisonous cloud

This spell creates an effect which appears the same as the 5th level *cloudkill* spell (a 20′ tall cloud of greenish gas 30′ in diameter appearing next to the caster). The cloud is only mildly poisonous; all victims within it must make a Saving Throw vs. Spells or be paralyzed that round. Each victim within the cloud makes a new Saving Throw each round.

The cloud is filled with sparkling lights (visible only to those within it), which are small explosions. Each round, all those within the cloud take damage from the explosions, with no Saving Throw allowed. This damage is 1 point for each 2 levels of experience of the magic-user, rounding down (9 points at 18th or 19th level, 10 points at 20th or 21st level, etc.). This explosive damage will affect any creature, including those immune to fire, gas, electricity, and other special attacks.

Mass Charm*

Range: 120′
Duration: Special (as *charm person* spell)
Effect: 30 Levels of creatures

This spell creates the same effect as a *charm person* or *charm monster* spell, except that 30 levels (or Hit Dice) of victims can be affected at once. Each victim may make a Saving Throw vs. Spells to avoid the *charm*, but with a -2 penalty to the roll. The spell will not affect a creature of 31 or more levels or Hit Dice.

The duration of each *charm* is determined by the victim's intelligence (see the D&D Basic DM Rulebook, page 14). If the magic-user attacks one of the *charmed* victims, only that creature's *charm* is automatically broken. Any other *charmed* creatures that see the attack may make another Saving Throw, but other creatures' *charms* are not affected.

The reverse of this spell, *remove charm*, will unfailingly remove all *charm* effects within a 20′× 20′× 20′ volume. It will also prevent any object in that area from creating *charm* effects for 1 turn.

Mind Barrier*

Range: 10′
Duration: 1 hour per level of the caster
Effect: Protects against mind-affecting spells and items

This spell affects one creature; an unwilling recipient may make a Saving Throw vs. Spells to avoid the effect.

The spell prevents any form of *ESP, Clairvoyance, Clairaudience, crystal ball* gazing, or any other form of mental influence or information gathering (such as by a *contact higher plane* or *summon object*) from working properly. The caster or recipient simply does not exist for the purposes of those and similar spell effects.

In addition, the recipient gains a bonus of +8 to Saving Throws against mind-influencing attacks, such as all forms of *charm, illusion and phantasms, feeblemind*, and the like. (However, a roll of 1 always fails the Saving Throw, regardless of adjustments.)

The reverse of this spell (*open mind*) will cause the victim touched to be vulnerable to the mind-influencing attacks given above. All the victim's Saving Throws against such effects are penalized by -8 for the duration of the spell. This reversed spell must be cast by touch, requiring a normal Hit Roll.

Permanence

Range: 10′
Duration: Permanent until dispelled
Effect: Causes 1 magical effect to become permanent

By means of this spell, the magic-user can cause one other magic-user spell effect of 7th level or less to become permanent. No spell with an "Instantaneous" or "Permanent" duration (such as *dispel magic, fire ball, lightning bolt*, etc.) can be made permanent. Cleric spells cannot be made permanent, nor can an 8th or 9th level magic-user spell.

The DM must carefully consider other spells, and may wish to restrict the use of the *permanence* spell for reasons of game balance. A *permanence* spell lasts until dispelled by a *dispel magic* spell from the caster or from some higher level spell caster (at normal chances for success). When the *permanence* spell is dispelled, the other spell effect vanishes immediately.

Except for weapons, an item can only receive one *permanence* spell, and a creature can receive two at most. If a *permanence* spell is cast on an item or area which already has one (or a creature which already has two), both *permanence* spells are immediately negated, along with the spells previously made permanent. A weapon may have up to 5 permanent effects, but a 25% chance of failure applies to each *permanence* after the first. Furthermore, if the *permanence* fails, it destroys the weapon completely.

Some spells used on a creature that are commonly made permanent are: *detect magic, protection from evil, read languages, read magic, detect invisible*, and *fly*. Some spells commonly made permanent on areas are *light, phantasmal force, confusion*, and *cloudkill*.

A magic-user needs a *permanence* spell to make any permanent magic item (such as a sword, shield, or non-charged miscellaneous item). It is *not* needed for magic wands, potions, and other temporary magic items.

Polymorph any Object

Range: 240′
Duration: See below
Effect: Changes form of 1 object or creature

This spell is similar to the 4th level *polymorph other* spell, except that an object can be affected. If the object is part of a greater whole (such as a section of wall), up to a 10′× 10′× 10′ volume can be polymorphed. A creature may avoid the effects if a Saving Throw vs. Spells is made, but with a -4 penalty to the roll.

The duration of the polymorph depends on the degree of the change. There are three basic "kingdoms" of all things—animal, vegetable, and mineral. If an object is polymorphed to one of a "nearby" kingdom (animal-vegetable, vegetable-mineral) the duration is 1 hour per level of the caster. If the change is from animal to mineral (or the reverse), it lasts for 1 turn per level of the caster. If no change in kingdom occurs (for example, if a creature is polymorphed into some other creature), the change is permanent until removed by a *dispel magic* spell (at normal chances for success).

Note that creatures created by means of this spell are *not* automatically friendly. A *polymorph* cannot affect a creature's age or hit points. (See the 4th level *polymorph self* and *polymorph other* spells for other guidelines.)

Power Word Blind

Range: 120′
Duration: 1-4 days or 2-8 hours (see below)
Effect: Blinds 1 creature with 80 hit points or less

With this spell, the caster may *blind* one victim within 120′ (no Saving Throw). A victim with 1-40 hit points is blinded for 1-4 days; one with 41-80 hit points is blinded for 2-8 hours. Any creature with 81 or more hit points cannot be affected. A *blinded* victim suffers penalties of -4 on all Saving Throws and +4 on Armor Class. A cleric's *cure blindness* or *cureall* spell will not remove this blindness unless the cleric is of a level equal to or higher than the caster of the *power word blind*.

Symbol

Range: Touch
Duration: Permanent
Effect: Creates 1 magical rune

This spell creates a written magical drawing (a "rune") of great power. There are 6 kinds of symbols; the caster must select one when the spell is memorized. The rune may be placed on an object (such as a door or wall) or placed in mid-air. The rune cannot move; if placed on a creature or moving object, it will remain at that point when the surface moves (possibly floating in mid-air).

When any living creature passes over or through the rune, or touches the object on which the rune is inscribed, or (foolishly) reads the rune, the rune's effect takes place immediately (no Saving Throw).

There is one exception: a magic-user, and any other creature which can cast magic-user spells, may make a Saving Throw vs. Spells *if* the symbol is merely read or touched (rather than passed). If the Saving Throw is successful, the *symbol* has no effect on that creature.

All *symbols* look similar to normal writings. Six *symbols* and their effects are given below; the DM may create others (such as *polymorph, teleport, charm, geas*, etc.).

Death: Slays any creature with 75 hit points or less; does not affect a creature with 76 hit points or more.

Discord: The victim attacks allies (if any) or is otherwise *confused* (as the 4th level *confusion* spell). The effect is permanent until removed by a *dispel magic* spell (at normal chances for success) or by a cleric's *cureall* spell.

Fear: The victim immediately runs away from the symbol, at 3 times normal movement rate, for 30 rounds (as the wand).

Insanity: The victim becomes insane, and cannot attack, cast spells, or use special abilities or items. The victim may walk, but must be carefully tended or may run away. This effect is permanent until removed (see *Discord*, above).

Sleep: The victim falls asleep, and cannot be awakened. The victim will wake normally in 11-20 hours or if a *dispel magic* spell is used to negate it (at normal chances for success).

Stunning: Affects any creature with 150 hit points or less. The victim is stunned for 2-12 turns (as the *power word stun* spell).

Ninth Level Magic-user Spells

Gate*

Range: 30′
Duration: 1-100 turns or 1 turn
Effect: Opens a portal to another plane

When the magic-user casts this spell, he must name one target: the Ethereal Plane, the Astral Plane, one of the four Elemental Planes, or one Outer Plane (for which the name of a resident of the Plane must also be spoken, usually that of an Immortal, a ruler of the outer Planes). These Planes are explained in the Dungeon Master's book. The spell opens a direct connection to the other Plane of Existence.

A *gate* to an Outer Plane remains open for only 1 turn. Any other *gate* remains open for 1-100 random turns, and there is a 10% chance per turn that some other-planar creature will wander through the *gate*. A *gate* to an Elemental Plane actually creates a *vortex* and a *wormhole*, and a *wish* may be used to make them permanent.

Contact with an Outer Plane is dangerous, and the magic-user must know and speak the name of the Immortal he wishes to contact. The Immortal he calls will probably (95% chance) arrive in 1-6 rounds, but there is a 5% chance that some other being from the Outer Planes will respond. When the being arrives, it immediately looks for the spell caster. If the caster does not have an excellent reason for opening the *gate*, the being will probably destroy the caster. Even if the caster gives an important reason, the being may merely leave immediately, showing no interest. Occasionally, if the reason is of supreme importance to the magic-user and of some interest to the being, it may actually help for a short time.

The reverse of this spell, *close gate*, will destroy the effect of the normal form of the spell (but cannot affect an Immortal). It can also be used to close a permanent *gate* to a nearby Plane (such as an elemental vortex).

Maze

Range: 60′
Duration: See below (1-6 turns, 2-40 rounds, 2-8 rounds, or 1-4 rounds)
Effect: Traps 1 creature

This spell creates a maze in the Astral plane and places one victim into the maze (no Saving Throw). The intelligence of the victim determines the time needed to escape the *maze*:

Animal or Low (1-8)	1-6 turns
Average (9-12)	2-40 rounds
High (13-17)	2-8 rounds
Genius (18+)	1-4 rounds

The victim returns to the point of disappearance when he escapes the *maze*.

Meteor Swarm

Range: 240′
Duration: Instantaneous
Effect: Creates 4 or 8 meteor-fireballs

This spell creates either 4 or 8 meteors (at the caster's choice). Each meteor can be aimed at a different target within range, but one and only one meteor can be aimed at any one creature. Each meteor slams into its target and then explodes as if a *fire ball* (affecting all creatures within a 20′ radius).

If 4 meteors are created, each strikes for 8-48 points of damage and then explodes for 8-48 points of fire damage (8d6). If 8 smaller meteors are used, each strikes for 4-24 points and explodes for the same amount (4d6). Note that if the meteors are thrown properly, one creature or area may be affected by multiple blasts.

The player rolls damage for each strike and blast separately, and makes a separate Saving Throw for each *fire ball* blast. A meteor never misses.

Any victim struck by a meteor takes full "strike" damage (no Saving Throw). Each victim within a blast may make a Saving Throw vs. Spells to take only 1/2 of the given "fire" damage. Even fire-resistant and fire-using creatures are fully affected by meteor *strikes*, although they might be resistant to the fiery explosions.

Power Word Kill

Range: 120′
Duration: Instantaneous
Effect: Slays or stuns 1 or more creatures

This spell enables the caster to affect one or more victims within 120′ (no Saving Throw). Exception: a magic-user, and any creature which can cast magic-user spells, may make a Saving Throw vs. Spells to avoid this effect, but with a -4 penalty to the roll.

A single victim with 1-60 hit points is automatically slain; one with 61-100 hit points is *stunned* (as *power word stun*) and unable to act for 1-4 turns. Any creature with 101 or more hit points cannot be affected.

The spell can also be used to slay up to 5 victims if each has 20 hit points or less (again, no Saving Throw).

Thief

A thief of 15th-25th level is called a Master Thief (whether male or female). The following XP, Saving Throws, and Special Abilities Tables apply to thieves of all types, and should be added to the charts given in the D&D Expert Set.

THIEF EXPERIENCE TABLE

Level	XP
15	880,000
16	1,000,000
17	1,120,000
18	1,240,000
19	1,360,000
20	1,480,000
21	1,600,000
22	1,720,000
23	1,840,000
24	1,960,000
25	2,080,000

THIEF SAVING THROW TABLE

Level:	13-16	17-20	21-24	25
Death Ray or Poison	7	5	4	3
Magic Wands	8	6	5	4
Paralysis or Turn to Stone	7	5	4	3
Dragon Breath	10	8	6	4
Rod, Staff, or Spell	9	7	5	4

* *Pick Pockets*: Subtract 5% per level of the victim (or per Hit Die, for monsters). Example: A 30th level thief tries to pick-pocket a 30th level fighter. The chance is 165% (normal) minus 150% (5 times 30), or a total of 15%.

Percentages of 100 or more: A stuck or exceptionally difficult lock, carefully hidden trap, slippery wall, or very faint noise may cause a penalty to be applied to the normal chances (-5%, -10%, -20%, etc.). If, after applying such penalties, the chance of success remains 100% or greater, adjust it to 99%, allowing a 1% minimum chance of failure in all cases. However, do *not* modify "Move Silently" or "Hide in Shadows" chances unless the thief's specific actions warrant it (trying to move silently but quickly, hiding when very near to torchlight, etc.).

THIEVES' ABILITIES TABLE

Level	Open Locks	Find Traps	Remove Traps	Pick* Pockets	Move Silently	Climb Walls	Hide in Shadows	Hear Noise
15	75	73	67	90	70	101	58	87
16	78	76	70	95	72	102	60	90
17	81	80	73	100	74	103	62	92
18	84	83	76	105	76	104	64	94
19	86	86	79	110	78	105	66	96
20	88	89	82	115	80	106	68	98
21	90	92	85	120	82	107	70	100
22	92	94	88	125	84	108	72	102
23	94	96	91	130	86	109	74	104
24	96	98	94	135	88	110	76	106
25	98	99	97	140	89	111	78	108

Settling in a Town

A thief who wishes to settle must contact the Thieves' Guild. The Guild will help establish the thief as a **Guildmaster** for a new branch of the Guild (perhaps in a far town where no Guild currently exists), or may send the thief to an existing Guild to fill a vacancy.

Your Dungeon Master will tell you how many new thieves arrive at the new Guild, or the details of any existing Guild.

Income will be gained from the activities of the Guild members. The character can, at some point, ask for control of a larger branch of the Guild (and this is recommended when 18th level is reached), and may eventually become a powerful official in the Guild Headquarters.

Skilled (high level) thieves are always needed for difficult and unique adventures, and the Guildmaster thief is the person adventurers contact when such jobs are available. You may choose to take the jobs or allow one or more of the Guild members to have them—but you have first choice, in any case.

Travelling

A wandering thief is known as a **Rogue**

1. A Rogue must remain a member of the Thieves' Guild, though the Guild need only be visited once a year.
2. Once a character becomes a Rogue, the character can never become a Guildmaster in an established branch of the Guild. However, a new branch may be started, if permitted by the Guildmaster General.
3. A Rogue has a chance (checked by the DM once per game week) of discovering treasure maps or rumors about the location of great treasures.
4. A Rogue may visit any branch of the Thieves' Guild to see the Guildmaster. Local information, tips, and rumors may thus be gained. If assistance is desired, the Guild will allow several low-level thieves to be hired on a temporary basis.
5. Rumors about the Rogue and the character's activities will arise, for better or worse.

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Character Classes— Demi-Human

Experience Points

All demi-human adventurers are very limited in levels of experience and hit points. Elves are simply incapable of learning the arts of powerful magic (above 5th level spells), and no demi-human can match human "staying power," as indicated by hit points.

Though their history is long, demi-humans never developed the art of combat to a high degree. However, humans *did* concentrate their talents in this area. Where demi-humans and humans interact, additional fighting skills can be gained by experienced demi-humans, who learn the advanced techniques from their human friends. Thus, the player of a demi-human character should keep track of XP earned after maximum level is reached, and combat ability improves accordingly (as given in each class description).

Clan Relics

Each demi-human clan has a sacred item, called a "Relic," which is kept in the center of the clan stronghold. The Relic is tended by a Keeper and 2-8 aides. The Relic in each dwarven clan is a Forge of Power; in each elven clan, a Tree of Life; and in each Halfling clan, a Crucible of Blackflame.

The position of Keeper is hereditary; each Keeper passes the secret knowledge of the tending and use of the Relic to his or her son or daughter, *never* writing down any details, lest they be stolen. This secret knowledge includes details of constructing a special item, as given in each class description.

Each sacred item gives a *domination* power (as given in the Dungeon Masters book) to its Keeper. It also continually radiates an aura, which has a Turn Undead effect similar to a cleric's.

The Keeper may activate the following additional spell-like abilities.

Cure Blindness
Cure Disease
Neutralize Poison
Cure Serious Wounds
Identify Magic Item

Domination: The Keeper of a Relic enjoys great prestige among the clan; the powers of life and death are literally in the Keeper's hands (much as a human cleric's). Thus, the Keeper is held in awe by the entire clan.

In game mechanics, this is a *domination* ability—the Keeper can give orders, and the clan members will obey them. The only clan member immune to this effect is the Clanmaster, the leader of the entire clan, who respects the Keeper's power but is not in awe of it, recognizing it as a service and a tool for the clan's survival.

The Keeper never abuses this power; it is always used for the best interests of the clan, not the Keeper. The Clanmaster is often consulted about important situations and orders, and kept advised about the current amount of power in the Relic (see "Spell-like powers," below).

If the rare situation occurs where the Keeper gives an order to a Clanmaster and the Clanmaster counters it immediately, the recipient of the order is *confused* (simply unable to act or think clearly) until the situation is resolved.

Turn Undead: The Relic constantly radiates a magical force which has the same Turn Undead effect as a 15th level cleric.

In many ways, this effect is more powerful than the cleric ability, for even if the Turn attempt fails (against Nightshade or larger), it is automatically repeated in the following round. In addition, Undead Turned will probably not return (check Morale, applying a -6 penalty).

Spell-like powers: The power for each of these effects comes directly from the Relic. The Turn Undead effect has an initial range of 360 feet. Each use of a spell-like power reduces this range by 5 feet. When it reaches 0, it can do nothing further. When properly tended by the Keeper, the Relic's power returns at the rate of 5′ range per day (but never faster).

Cure blindness, cure disease, neutralize poison, cure serious wounds: These effects are identical to the cleric spells of the same names, treated as if cast by a 15th level cleric.

Identify Magic Item: To use this power, the Keeper places a magic item by the Relic, leaves it there for 24 hours, and then touches the item. Knowledge about the item then magically appears in the Keeper's mind. The name of the item and number of "plusses" are revealed, but *not* the number of charges (each as applicable). *Cursed* items will, unfortunately, be identified as normal ones. As with the use of cleric spell effects, this reduces the Relic's Turning range by 5 feet.

Crafts

When working with other demi-humans of maximum level, the Clanmaster and Keeper can create several unusual items. Each takes great amounts of time and effort. Your DM may reveal more details about these special demi-human crafts.

Dwarf

Special Attacks

Dwarven fighting ability can improve rapidly with human training, as indicated by the following Hit Rolls Table. In addition, when the character's XP total reaches 660,000, the Combat Options for Fighters (see DM book) are gained. For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 660,000 XP, and three attacks at 2,200,000 XP. Four attacks per round are *not* gained. Smash and Parry options are usable, but the Disarm option cannot be used successfully against a giant-sized opponent.

Special Defenses

Experienced dwarves become more resistant to magic. When the 1,400,000 XP mark is reached, a dwarf automatically takes only 1/2 damage from any damage-causing spell or spell-like effect (such as from a magic item). If the effect allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Dwarf XP	Attack Rank
660,000 (a)	C
800,000	D
1,000,000	E
1,200,000	F
1,400,000 (b)	G
1,600,000	H
1,800,000	I
2,000,000	J
2,200,000 (c)	K
2,400,000	L
2,600,000 (d)	M

(a) Gain Combat Options for Fighters. Two attacks are possible at this level.
(b) Automatically takes 1/2 damage from any damage-causing spell or spell-like effect.
(c) Same as a Fighter of levels 22-24. Three attacks per round possible at this level.
(d) Same as a Fighter of levels 25-27.

The Dwarven Relic

A Forge of Power rests at the heart of every dwarven clan stronghold, with powers as described on page 29. The Forge also may be used to create the fabulous *dwarven lens* and the extremely rare *oil of darkness* (explained in the Dungeon Masters book).

A Forge may only be left or found unattended if an entire clan is destroyed. If any non-dwarf possesses a Forge, most dwarven clans that hear of it will offer to buy the Forge, for 100,000 gp or more (depending on the clan's resources). If the "owner" refuses to sell it, the clans may employ Thieves to steal it, or may even assemble an army to retake it, as a Forge is the property of dwarves and dwarves alone. However, if the "owner" sells it to dwarves for 50% of the amount offered (or less), the clan buying the Forge will award the title of honorary clan member to the person (or creature!) selling it unless he destroyed the owning clan.

Elf

Special Attacks

After reaching maximum level, elves may continue to improve in combat ability by studying with humans. This is a slow process, however, due to their additional interest in magic. Refer to the Hit Roll Table below for exact details. When the character's XP total reaches 850,000, the Combat Options for Fighters (see DM book) are gained. For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 850,000 XP, and three attacks at 2,600,000 XP. Four attacks per round are *not* gained. Smash, Parry, and Disarm options are usable, as described.

Special Defenses

Experienced elves become more resistant to dragon breath. When the 1,600,000 XP mark is reached, an elf automatically takes only 1/2 damage from any breath weapon (most notably dragon breath, but including all sorts of breath weapon attacks). If the breath allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Elf XP	Attack Rank
600,000 (a)	C
850,000 (b)	D
1,100,000	E
1,350,000	F
1,600,000 (c)	G
1,850,000	H
2,100,000	I
2,350,000	J
2,600,000 (d)	K
2,850,000	L
3,100,000	M

(a) Same as a Fighter of levels 22-24.
(b) Gain the Combat Options for Fighters. Two attacks per round possible at this level.
(c) Automatically takes 1/2 damage from any breath weapon.
(d) Same as a Fighter of levels 25-27. Three attacks per round possible at this level.

The Elven Relic

A Tree of Life stands at the center of every elven clan stronghold, with powers as described on page 29. It also may be used to create the fabulous elven *lightship* and *oil of sunlight* (explained in the Dungeon Masters book).

This large, intelligent tree may be mistaken for a treant. It cannot be moved, nor can it move itself, except by an elven Treekeeper. It can only be left or found unattended if an entire clan is destroyed. Most elven strongholds will pay 20,000 gp or more for accurate information about the location of a living clanless Tree.

Halfling

Special Attacks

The halfling bonus of +1 to all Hit rolls when using a missile weapon also applies to the bola and blowgun, new weapons introduced in this set.

Halfling fighting ability can improve rapidly with human training, as shown by the Hit Roll Table given below. In addition, when the character's XP total reaches 900,000, he gains the Combat Options for Fighters (see DM book). For multiple attacks (if an attack hits with a Hit Roll of 2), two attacks are possible at 900,000 XP, and three attacks at 3,000,000 XP. Four attacks per round are *not* gained. Smash and Parry options are usable, but the Disarm option cannot be used effectively against a giant-sized opponent.

Special Defenses

Experienced halflings become more resistant to *both* magic and breath weapons. When the halfling reaches the 300,000 XP mark, he automatically takes 1/2 damage from any damage-causing spell or spell-like effect (such as from a magic item). If the effect allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

In addition, when the halfling reaches the 2,100,000 XP mark, he automatically takes 1/2 damage from any breath weapon (most notably dragon breath, but including all sorts of breath weapon attacks). If the breath attack allows a Saving Throw, a successful roll indicates that only 1/4 damage is taken.

Halfling XP	Attack Rank
120,000	A
300,000 (a)	B
600,000	C
900,000 (b)	D
1,200,000	E
1,500,000	F
1,800,000	G
2,100,000 (c)	H
2,400,000	I
2,700,000	J
3,000,000 (d)	K

(a) Automatically takes 1/2 damage from any damage-causing spell or spell-like effect

(b) Gains the Combat Options for Fighters. Two attacks per round possible at this level.

(c) Automatically takes 1/2 damage from any breath weapon

(d) Same as a Fighter of levels 22-24. Three attacks per round possible at this level.

The Halfling Relic

A Crucible of Blackflame rests at the heart of every halfling clan stronghold, with powers as described on page 29. Blackflame is simply normal flame in reverse, burning ashes and leaving whole items. The Crucible, a truncated pyramid-shaped wooden container, may be used (along with the Blackflame itself) to create the fabulous *web of shadows* and the extremely rare *oil of moonlight*.

A Crucible may only be left or found unattended if an entire halfling clan is destroyed. If any non-halfling possesses a Crucible, most halfling clans hearing of it will offer to buy the Crucible for 10,000 gp or more, or 100,000 gp or more if it contains Blackflame (depending on the clan's resources). If the "owner" refuses to sell it, the clan may employ thieves to steal it, or may even assemble or hire an army to retake it, as a Crucible is the property of halflings and halflings alone. However, if the "owner" sells it to halflings for 50% of the amount offered (or less), the clan buying the Crucible will award the title of honorary clan member to the person (or creature!) selling it if he did not destroy the original owners.

New Map Symbols

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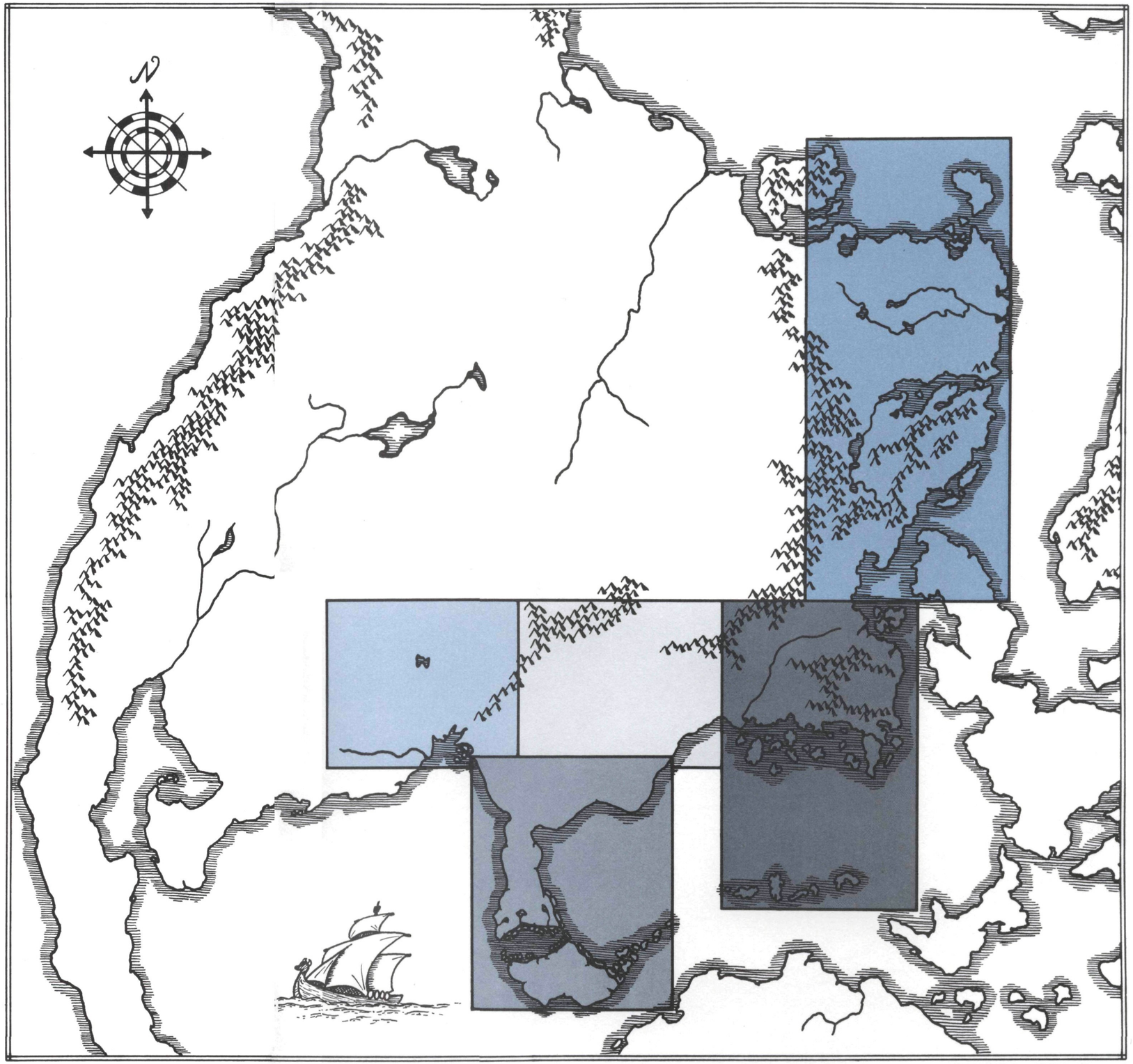

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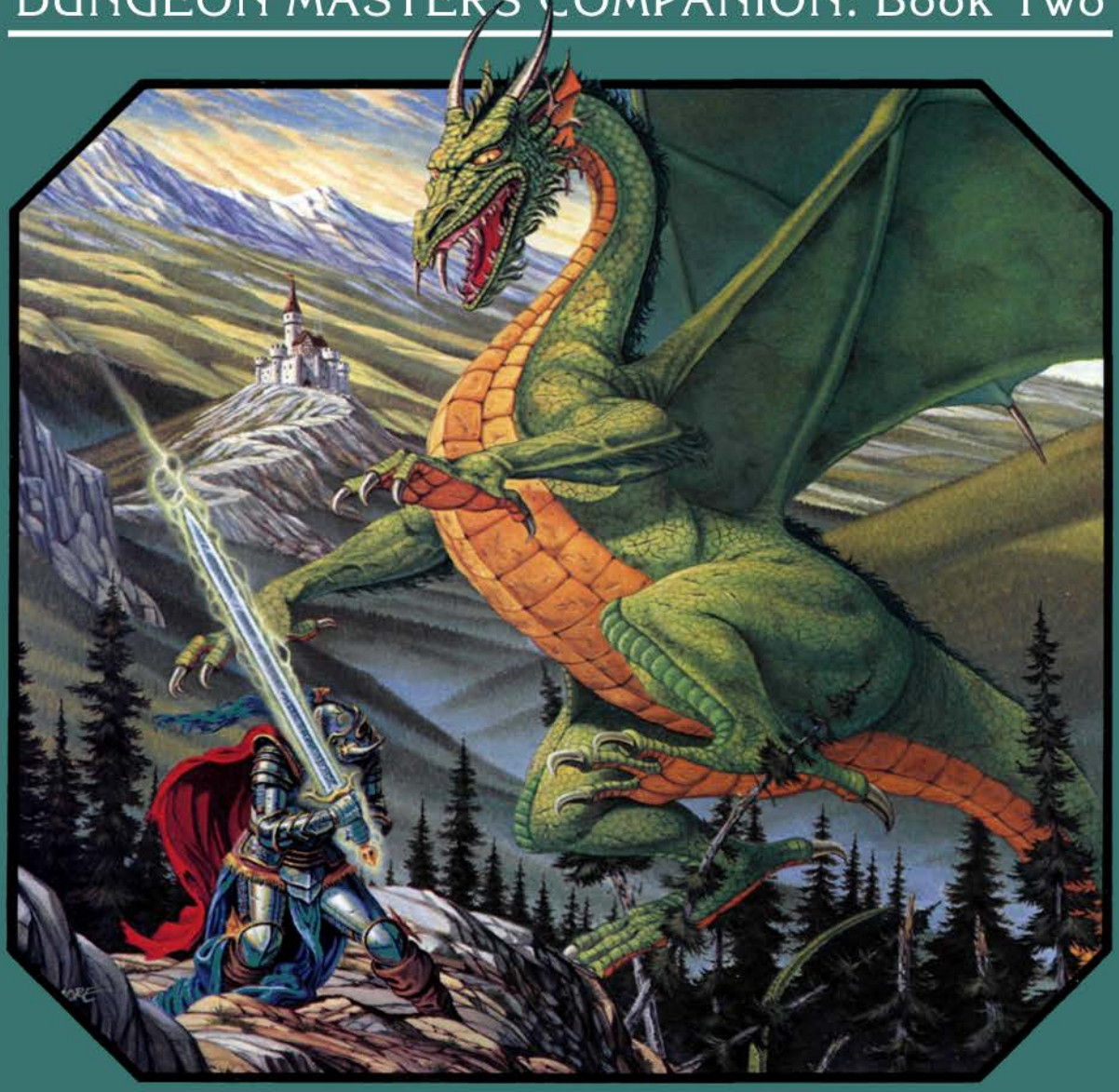

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Dungeon Masters Companion: Book Two

by Frank Mentzer

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The Campaign

Part 1: General Guidelines

Levels of Play

A carefully designed Campaign can handle characters of all levels. If your experienced players have characters of various levels, be sure to have play sessions for the different levels of the characters. Characters should normally adventure with other characters of similar level.

Encourage your players to start other Basic level characters. Many new rules given in this set—Unarmed Combat rules, new weapons, etc.—can help even the most experienced player enjoy Basic level play the "second time around."

Maps

The standard campaign map hex (see X1) represents an area 24 miles across. Though it is small on a map, this is over 450 square miles of area! It is impossible to describe the wide range of normal terrain and vegetation in a hex by using a single symbol.

Each standard symbol (see Players Book) indicates *noteworthy features* in a map hex. This may be the majority of the terrain, or merely an unusual feature. For example, a single black triangle in a hex indicates mountain terrain. If many other black triangles surround it, the entire hex is probably filled with mountains. However, if the surrounding hexes are jungle, the single mountain hex may represent one large mountain in an otherwise jungle-filled area.

Many features are assumed to be present in each type of terrain. *For example,* a jungle contains clearings, hills, valleys, swamps, and so forth—all represented on the map by a palm tree.

A "clear" hex indicates normal flat terrain (plains and meadows, cultivated land).

Make up terrain descriptions as needed during games, but don't try to make notes on everything you say. The players should keep records if they want details on wilderness areas. Keep only the information you need to remember for the Campaign—encounters, lairs, and so forth.

Make copies of all your Campaign maps. They are easily damaged or lost.

When marking your Campaign maps, you will probably run out of room, especially in hexes with terrain, important lairs, or encounters. If there are too many notes, the information is difficult to find, and play can be slowed, so make a key for your maps.

When preparing monster lairs in advance, avoid placing them on the map. If an encounter is desired or randomly placed, note the location to place the lair. By not placing encounters of this type, you save map space and time.

Colored pencils may be used to place dots in hexes to note lairs, dungeons, and special locations, or to color the different types of terrain. Be sure to develop a key for either of these systems of marking maps. A number key will provide the most information, however. Keep a separate record of the map features.

The standard map symbols given in the Players Companion are recommended for use in mapping. They require no artistic talent to use.

Adventure Planning

When you create adventures, try to estimate the difficulty. Only characters who can match the challenges should play them; too powerful PCs will find play unchallenging, while too weak PCs may all die.

You can also create an adventure for a specific character or group. This is more difficult in some ways. You must select monsters, traps, and treasures to match the characters' level, and then put them together in a story that makes sense.

When designing adventures for specific characters, review their equipment first. You can safely include many powerful monsters if the characters have special equipment to handle the creatures. *For example,* characters with weapons that have special bonuses against reptiles have a good chance to defeat a group of dangerous dinosaurs.

Carefully consider alignment and abilities, as well. Lawfuls prefer Chaotic opponents. Two or more Patriarchs can handle *many* lesser Undead. Remember the demi-human abilities (finding secret doors, stone traps, etc.), and add special features for them.

Rates of Progress

After reaching "Name" level, characters should gain a new level of experience for every 3 to 8 successful adventures. More adventures can cause player frustration; fewer adventures can make the game too easy, and eventually bore them.

If you play twice or more each week, 6 to 8 adventures per level gained is recommended. If your games are once a week or less often, 3 to 5 adventures per level are recommended.

As an average, humans need about 125,000 XP to gain a level of experience. As DM, you may create adventures to accomplish whatever you wish by using the following *Adventure Planning Table.*

ADVENTURE PLANNING TABLE

# of Characters	Rate of Progress 3	4	5	6	7	8
1	42	31	25	21	18	16
2	83	63	50	42	36	31
3	125	94	75	63	54	47
4	167	125	100	83	71	63
5	208	156	125	104	89	78
6	250	188	150	125	107	94
7	292	219	175	146	125	109
8	333	250	200	167	143	125
9	375	281	225	188	161	141
10	417	313	250	208	179	156

First, decide how many adventures the characters should complete before gaining their next levels of experience. This number of adventures to increase one level of experience is their *Rate of Progress.* Count the number of characters in the party, and then use the Table to find the total XP needed to be gained on the adventure.

(Each number represents 1,000 XP. For example, "85" means "85,000 XP.")

Selecting Monsters

When putting different monsters together in *any* setting, ask yourself one simple question: What happens when all these creatures are left there for a month? The setting should be "stable"; the creatures should cooperate or avoid each other for logical reasons. Some adventures may be based on special temporary situations, but this should be the exception, not the general rule.

On most adventures, XP gained from defeating monsters should be 1/5 of the total XP. This depends on the type of monsters, random chance of treasure, etc.

You may choose to award "bonus" XP for the adventure. This could be for completion of a goal (rescue, retrieving an item, etc.), special individual actions (heroic performance, exceptional or frequent use of special abilities), alignment play, or other aspects of the overall adventure.

Select the monsters you want, using all the guidelines given. Using the total Rate of Progress XP, subtract monster XP and goal and

activities XP, to determine the XP value of treasure. Use the monster Treasure Types as guides to determine the amount of treasure, but *do roll for its selection*. You have already determined the amount to be placed, and should use the Treasure Types as a guide only to the type, not the amount, of treasure...and remember encumbrance!

Summary

The Adventure Planning method gives you an organized way of designing challenges equal to specific character levels. However, be prepared to change the Rate of Progress. That number is a goal, and represents proper rewards for good play. If mere bad luck interferes with success, try to compensate by placing extra treasure on the next adventure. Watch for unexpectedly deadly situations; the monsters may do better than you think. Don't penalize the characters if your designs are too powerful for them, but do not make things too easy for them, either. If your players make too many mistakes, or aren't running their characters properly—add one or two adventures to their ideal Rate of Progress, to give them time to learn.

Part 2: The Fantasy World

Dominions

At "Name" or higher levels of play, the characters may build strongholds. The basic costs of building a stronghold are given in the Expert Set (page 23). These strongholds must be located in lands of your D&D Campaign world; your map should have each stronghold location marked on it. Characters with strongholds may or may not be rulers. The following section provides information on how to be a ruler.

Whenever a piece of land is owned and *ruled*, that land is called a **dominion**. It may be of any size, and the ruler can be either a PC or NPC. A dominion could be a small tower on an acre of land, or a mighty empire with thousands of people. All PC strongholds, both human and demi-human, are called dominions (see Players Book).

Clerics may have independent dominions, but they do not swear an oath of service or fealty to anyone but the Theocracy, the leaders of the church. Fighters usually do well as dominion rulers, powerful and yet free to join with or fight against anyone. Magic-users do not usually establish dominions, but can easily work within the dominion system if desired. Thieves may also rule in this way, but their Guild duties must be fulfilled as well. Demi-humans normally do not care for human politics at all; their political leader is

the Clanmaster, and the religious leader, the Keeper. Alliances and treaties are common between demi-human clans, human dominion rulers, and independent magic-users.

General Notes

The following information is only a guideline. Some logical system of government is highly recommended, for ease of play, but is not required. When players want to discuss their characters' dominions, avoid losing group playing time by having individual game sessions with the players. The players should handle most of the calculations and bookkeeping for running a dominion. You should only have to decide results, based on your Campaign notes.

The Setting

The D&D fantasy world is loosely based on medieval Europe, before the invention of the printing press, and without firearms. The feudal system is used as the form of government; persons of power offer services, protection, and power. Most of the people are peasants. The number of peasant families in a dominion is a measure of the power of their ruler. More peasants means more surplus food and labor available to support the ruler.

If you are already using a feudal system of government in your campaign, try to adapt it to fit the additional rules given here. If no government exists, *create one* through a revolution, war, or other method.

Obtaining a Dominion

The five methods of obtaining a dominion are by Founding, Land Grant, Colonization, Enfieffment, and Conquest.

1. **Founding:** To Found a dominion, the PC finds an unclaimed wilderness* area and creates a new and independent dominion. The PC is the sole ruler, and does not swear fealty to any overlord or king. The PC may assume any title desired, but existing rulers nearby may affect that choice (see "Independent Dominions," page 5).

   * An "unclaimed wilderness" is any area in which no local ruler is established, and no taxes are paid to any ruler.

2. **Land Grant:** An existing ruler may appoint a PC as ruler of a lesser dominion in his realm. An oath of service or fealty is required, and the PC must visit the overlord at least twice a year. The overlord may visit the dominion, and must be treated well. For offering the Land Grant, the overlord expects loyalty, productivity, and military support.
3. **Colonization:** A PC may be authorized by his or her liege to settle a new dominion in the liege's name. The liege will help in some way, usually with either troops or funds. The established dominions in the area (if any) may interfere. Note that the area may already be claimed (but not settled or developed) by other distant rulers. If the area is already ruled, it cannot be colonized; it must be *conquered.*
4. **Enfieffment:** A PC may be called upon by others (either rulers or peasants) to rule over *them*; this is called enfieffment (en-FEEF-ment). This often occurs when a group of independent dominions are threatened, or when an oath of fealty ends by the death or overthrow of the overlord. The others all swear fealty to the PC, who in turn assumes an overlord title corresponding to the dominions ruled.
5. **Conquest:** Any PC may obtain a dominion by the oldest method in history: conquering it. The dominion must be gained through combat (or threatened combat) to be a Conquest.

Basic Information

Most dominions are part of larger territories; the ruler of the dominion swears on an oath of service and fealty to a greater ruler. The smallest dominion is called a Barony. Any larger area, containing two or more Baronies, is very generally called a "greater dominion," and may have any of several names (county, duchy, kingdom, etc.).

When a dominion is established, the details of its Size, Location, Population, and Resources are needed. When these are found, the Dominion Income can be determined.

Changes in population, income, and so forth are checked *once per month* (of game time).

1. **Size:** New dominions usually cover 24 miles (1 map hex). Larger dominions are certainly possible, but a PC should start with a small one at best.
2. **Location:** Every map hex of land is one of three basic types:

   "Civilized"—well-settled lands
   "Wilderness"—unsettled lands
   "Borderlands"—between the above

   The DM should decide what type each hex of land is as needed.

When starting with a map of major terrain features, cities, and towns, the following guidelines may be used to determine which type each hex could be, based on terrain:

Clear, Grassland, Hills, River, or Woods: Any type
Settled: Civilized or Borderland
Mountain: Borderland or Wilderness (or settled if it contains a dwarven stronghold)
Jungle or Swamp: Borderland or Wilderness
Desert: Borderland or Wilderness; however, an oasis may be any type
Ocean: Wilderness (surface) or any type (undersea)

Apply the following guidelines, based on the towns and cities placed (unless limited by terrain):

Every demi-human clan is considered Civilized, regardless of its population.

Any area that is 1-6 map hexes from a city or large town (as defined in the Expert Set) is *Civilized.*

Any area that is 1-3 map hexes from a Civilized area is a *Borderland.*

All other areas are *Wilderness.*

These notes are guidelines, and the DM is *not* limited to the ranges given. An area may actually contain no cities or large towns at all, and still be considered "civilized."

3. **Population:** Peasant families are needed in every dominion, to work and settle the land. As an average, each peasant family has 5 members. The normal "starting number" of peasant families present varies by the type of map hex:

   Civilized: 500-5000 families per hex
   Borderland: 200-1,200 families per hex
   Wilderness: 10-100 families per hex

Each month, the population will grow or decrease by itself, at a rate determined by the number of families present:

1-100	+25%	301-400	+10%
101-200	+20%	401-500	+5%
201-300	+15%	500+	+1% to +5%

Also, any hex may gain *or* lose 1-10 families per month for any of many reasons (accidents, weather, good or bad harvests, etc.).

4. **Dominion Resources:** Every dominion has natural resources—either animal, mineral, or vegetable. The exact type can vary widely. Peasants use and provide resources, and the ruler gains tax income from them.

First, select or randomly determine (using 1d10) the number of resources in the dominion. For dominions larger than 1 (24-mile) map hex, this may be applied to each hex.

1	1 resource	8-9	3 resources
2-7	2 resources	10	4 resources

Next, select or randomly determine (using 1d10) the type of resource. When selecting, consider the location of the dominion and its

terrain; for example, a desert has very few vegetable resources.

1-3	Animal
4-8	Vegetable
9-10	Mineral

TYPICAL RESOURCES:

Animal: dairy, fat and oil, fish, fowl, furs, herds, bees (honey and wax), horses, ivory.

Vegetable: farm produce, foodstuffs, oil, fodder, wood and timber, paper, wine.

Mineral: copper, silver, gold, platinum, iron, lead, tin, gemstones, tar and oil, clay, stone quarry, coal.

Independent Dominions

When a dominion is "Founded," the ruler is fully independent, and has not sworn fealty to any liege. An independent ruler may claim any title desired. If other dominions are near the newly founded dominion, however, their rulers may react unfavorably to the "upstart," depending on the title assumed. The chart gives a percentage chance of a reaction. Roll d% for each NPC ruler of a domain near the newly founded territory. This If the roll indicates a reaction, the ruler will, at the very least, send spies and agents to gather information about the PC's dominion. A Reaction Roll may be used to help determine further actions. A friendly ruler may send ambassadors, seeking alliance or friendship. An unfriendly ruler may send hired bandits or even an army. The exact actions must be decided by the DM, based on the nature of the campaign and further actions by the player character involved.

Assumed Title	Chance of Nearby Ruler Reacting					
	Baron	Viscount	Count	Marquis	Duke	Other
Baron	100	80	60	40	20	10
Viscount	100	90	70	60	30	20
Count	100	90	80	70	40	20
Marquis	100	90	80	80	50	30
Duke	100	100	90	90	80	50
Archduke	100	100	100	100	90	80
Other	100	100	100	100	100	100

Dominion Administration

The ruler of a dominion sets all laws and tax rates, and controls as much of the lives of the peasants as desired. The ruler's liege normally leaves all matters in the hands of the local ruler, without interfering except in the most extreme cases. The greater ruler expects stability and very little else.

A dominion ruler is chief judge and lawmaker. A ruler holds various "courts" for formal occasions. In a Court of Law, criminal cases are judged. Courts of Honor are held, in which awards of all types are given out. A Court of Welcome is held to honor visitors, especially nobles. Failure to properly honor a visiting noble is a direct insult; failure to honor a liege is treason.

Peaceful administration of the dominion is often left to a Seneschal, a representative of the ruler. In time of war, the Seneschal puts his abilities at the service of the Castellan or other military Commander designated by the ruler. A "Ruling Council" is made up of various advisors, each with his own area of authority.

Dominion Income

Each dominion ruler receives Income from 3 sources: Standard Income, Resource Income, and Tax Income.

Standard Income is service equal to 10 gp per month per peasant family. This is *not* money; it is the value of services and materials from various sources (used for paying taxes to one's liege, for holidays, and visiting nobles). Peasants work the ruler's fields, raise and tend animals, act as servants, build the roads, repair buildings, and so forth. This simplified game mechanic is used to represent many aspects of medieval life.

Tax Income is normally 1 gp per month per peasant family, paid in cash. The exact tax rate is set by the ruler, but higher or lower taxes can cause various problems. (See *Confidence Level*)

Resource Income varies by the type of resources, as follows:

Animal:	2 gp per peasant family
Vegetable:	1 gp per peasant family
Mineral:	3 gp per peasant family

When an existing dominion is obtained, income starts immediately. When a new dominion is created, all Incomes begin after 1 month.

One other type of Income applies to any ruler of more than one dominion—Income from the lesser rulers who have sworn fealty to the PC, sometimes called "Salt Tax." Each ruler, including PCs, must pay 20% of all income to his or her liege (a ruler of a greater dominion).

Experience Points: A PC or NPC ruler gains 1 XP for each 1 gp of Resource and Tax Income, but *none* for Standard Income or "Salt Tax" Income. Experience Points are gained at the end of each month. As DM, you may want to make the PC work for the Experience Points—fighting monster, battles, worrying about drought, etc.

Example: A PC swears fealty to an NPC Count, and receives an existing "Wilderness" Barony of one map hex, by Land Grant. It has 200 peasant families, with 1 mineral and 1 animal resource. The player decides to use the standard tax rate. In the first month, the PC Baron receives 3,200 gp worth of Income: 2,000 gp of Standard Income, 1,000 gp of Resource Income, and 200 gp of Tax Income. For that month, the PC gains 1,200 XP from dominion rule. However, if the PC does *nothing* in the game, he shouldn't receive less Experience Points.

During the second month, the population increases by 40 families (20% of 200), and 5 others come of age (by random roll), for a new population of 245 families. The total income for the second month is 3,920 gp: 2,450 gp of Standard Income; 1,225 gp Resource Income; 245 gp Tax Income. The XP total for the second month is 1,470.

Record Keeping: The player should now have notes on the location, size, and population of the dominion, the number and type of Resources, the 3 Incomes, a total Income per month, and total XP gained per month. The Income is added to a dominion "Treasury," kept by the character. Note that the Treasury is a combination of cash, merchandise, and

so forth. Merchandise is assumed to be sold when possible, using Trade Routes. The value of the Treasury is used to pay for troops, new construction, and other things. Only part of the Treasury (20-50%) can be treated as cash during any one month. The PC may add cash to the Treasury as desired. add cash to the Treasury as desired.

The player should keep a record of each of the following dominion details:

Dominion Size and Type of Hex (each)
Current Population
Number and type of Resources
Current Treasury (both Cash and Total)

Dominion Expenses

The overall cost of maintaining strongholds is assumed to have already been deducted for all Incomes; no extra money need be spent for this by a PC ruler. However, other costs may occur that *must* be paid. *All dominion costs are subtracted from the dominion Treasury at the end of each game month.*

First, if the dominion is part of a greater dominion, 20% of *all* income must be given to the higher ruler each month. Such "payments" are usually made in the form of military troops, and occasionally merchandise.

Second, 10% of *all* dominion Income should be paid to the Theocracy (the church officials). Although this is not absolutely required, it is highly recommended. If this "tithe" (tenth) is not paid, no Cleric will be permitted to perform any service in that dominion (including all forms of curing). If less is paid, certain services may be withheld; the Theocracy has limited patience.

Other costs may include, but are not limited to, the following: Advisors and other Officials; Entertaining visitors; Holidays and Feasts; Troops; and Tournaments.

Visitors:

Any ruler visiting a stronghold will expect to receive the services and comforts of home. This can become quite expensive, especially during visits from nobles:

Title	Cost	Title	Cost
Baron	100	Duke	600
Viscount	150	Archduke	700
Count	300	Prince	See below
Marquis	400	King	1000
		Emperor	1500

This basic cost is in gp per day of visit. When more than one Noble visits at once, use the highest title applicable. For each titled visitor accompanying the higher ruler, add 50 gp to the cost.

The cost includes one feast per day, but does *not* include any gifts given to the visiting ruler (a common practice).

For a Prince, cost is determined by the noble (dominion) title plus 100 gp. For example, a visit from a Count Prince costs 400 gp per day.

Remind players to consider these costs when characters visit their own lesser dominions. A Duke's week-long visit to a Baron could put the poor Baron deeply in debt.

Although peasants and other subjects of a dominion are loyal only to their immediate ruler, they will obey a visiting noble unless the orders are contrary to the local ruler's general instructions and laws.

Holidays

A holiday may be declared either by a Noble ruler or by the Theocracy. The Holiday affects all within the realm; for example, a King's Holiday is nationwide. The cost of a Holiday is deducted from the total Income of the person declaring it (the church's tithe, the overlord's 20%, etc.). If the Holiday is declared by a Count or lesser Noble, the cost is 1 gp per peasant (5 gp per peasant family). If declared by a Duke or higher ruler, the cost is 2 gp per peasant. The Theocracy usually declares 2 holidays per year; the King (if any) usually declares one.

Troops

One law of medieval society, perhaps the most important of all, is "support your liege." Failure to do so can mean loss of honor, loyalty, support, dominion, and even life.

Each greater dominion can expect military support (troops) from its lesser dominions, at their expense. No set numbers or types of troops are required, but 20% of the total Income must be given to, or spent for, the higher ruler; troops are an acceptable way of spending this Income.

If war comes, the overlord issues a "Call to Arms." Each lesser dominion must then contribute even more troops for the armies of the greater dominion, possibly led by the lesser ruler. In addition, a Peasant Army (Troop Class: "Poor") is raised in times of war, to help defend the homeland. Normally, 1/10 of the total peasant population can "muster," joining the Army. This number can be doubled if sorely needed, but the Troop Class then drops to "Untrained." The only cost of a Peasant Army is a corresponding loss of Income (of all 3 types). *For example,* if 20% of the peasants have mustered, the total Income will only be 80% of normal for that month.

Tournaments *(Tourneys)*

A ruler may hold a tournament for entertainment, to prove the might of his warriors, and to build the dominion's confidence. Tournaments are fun and exciting during game play and add variety to normal play.

A Tournament consists of a large gathering with plenty of entertainment, contests for peasants and visitors of less than Name level, and major combats (*Lists*) for Name level entrants. There are two types of Lists: hand-to-hand or missile fire competitions on foot, and lance combat from horseback (*Jousting*).

General Notes

PC rulers should be aware of the cost of Tournaments. They attract Nobles; see *Visitors* for the costs involved. When a PC wishes to hold a Tournament and has the funds to do so, use the following guidelines.

If either 1. or 2. (below) is ignored, subtract 10 from the dominion Confidence Level (see page 7) and make a Confidence Check. Apply results immediately, and return to the Tournament (if possible).

1. A Holiday must be declared.
2. A great Feast for the general populace must be provided, at the cost of 1 gp per peasant family in that Dominion.

Attending Nobles and Knights

To determine the highest titled Noble attending, determine the highest title available, find it on the chart, and roll the given type of die. Find the result of the roll in the third column; the Title that follows the number is the highest title to attend the Tournament, *modified by the DM's decision* (see below). Divide remaining points among attending nobles who have a lesser status.

The number of Knights attending is given in the last column. Each Knight is a Fighter, level 10-21 (1d12+9).

Example: A PC Marquis holds a Tournament. The DM determines the details of the 6 Knights attending. The player rolls 1d8 and gets a 7. According to the chart, a Prince should attend. However, there is no Prince in the surrounding area, so the DM changes the result to a Duke (5) and a Count (2).

Noble	Die	*	Title	Knights
Baron	1d4	1	Baron	4
Viscount	1d4	2	Viscount	4
Count	1d6	3	Count	6
Marquis	1d8	4	Marquis	6
Duke	1d8+1	5	Duke	6
Archduke	1d10	6	Archduke	8
Prince	1d12	7	Prince	8
King	1d20	8	King	8
Emperor	1d20	9	Emperor	10

The roll should be made by the player whose

character holds the Tournament. The DM may then divide the total of the roll into any parts desired, and announce the Nobles attending. The decision should be based on the DM's knowledge of the Campaign, along with common sense.

XP Gained:
A PC holding a tournament gains 1,000 XP per number of the highest title attending (as given above), plus 100 XP for each Name level PC attending.

Escorts:
Escorts for NPC Nobles should be decided by the DM, not randomly determined. The Escorts do not normally fight in any Lists, and need not be detailed unless some combat or interaction is needed. They will count, if Noble, toward the overall cost, but do *not* add to XP gained.

Royalty:
A visit from an Archduke, King, or Emperor should depend on their reaction to the invitation (a standard or modified Reaction Roll). There must actually be such a noble, and the ruler must be friendly enough in order for him to attend.

Knights:
Each Knight comes armed with various weapons. If they fight in a joust, the Knights must wear non-magical plate mail and shield. When the Knights fight in the hand-to-hand List, they may wear any non-magical armor and use any weapon, as long as opponents' weapons match.

Any attending Knight may be a Paladin or an Avenger (DM's option).

Lists

There are two types of Lists: the *Field List* and the *Joust*. Humans and demi-humans compete in Lists; monsters rarely compete. No character of less than Name level is allowed to fight in a Joust.

All damage taken during a List is real. The host should have a cleric with sufficient spells to cure damage taken, but there is a real possibility of dying in List combat. Failure to provide a capable Cleric is an insult, and may cause most of the entrants to leave.

Experience Points for combat are gained in Jousts, but not in other Lists.

In a friendly List, any NPC damaged 2/3 of his starting hit points will probably yield. Fighting to the death is frowned upon. There is no dishonor in losing a List.

1. Field List
A Field List is any type of hand-to-hand combat or missile fire competition, with any weapon or armor agreeable to the entrants. A PC may enter any Field List, facing preselected or randomly determined opponents. Normal combat and movement rules apply; two typical Field Lists are detailed below.

The host holding the Tournament may stage as many Field Lists as desired. A typical prize is a valuable (but not necessarily magical) item of 100-1,000 gp value. Magic items may be offered instead, especially by wealthy hosts.

Archery: All contestants pair off. Each pair shoots together, aiming at a given target (AC 10). Each pair shoots 3 times, one from each range category (short, medium, long). On each shot, the entrant's Dexterity score is added to the Hit roll (1d20). The highest total wins that shot, and the contestants proceed to the next longer range and repeat the process. The winner of 2 of the 3 shots wins the round, and advances to the next round. The round winners gather, pair off, and repeat the process, continuing until one pair remains. The two champions shoot 5 times—once at short range, twice at medium and long. The winner of 3 of the shots wins the match.

Wrestling: The same method of pairing and rounds (given above) is used, but with 3 "falls" per round. The Unarmed Combat rules should be used. Monster types may be allowed, especially in Borderlands, Wilds, and Chaotic dominions.

2. Joust
A Joust is a very formal and rigid List, with much pomp and ceremony. All entrants must wear full plate mail and carry a shield (AC 2). Combats are on horseback. Each fighter rides forward and attempts to unseat the opponent, using a lance. There are 3 "passes." The victor is the fighter who wins 2 of the 3. Experience Points are gained for each combat, plus a bonus for winning the Grand Prize.

Whenever a hit is scored, the victim must make a Saving Throw vs. Wands or be unseated, losing the Pass. If neither opponent scores a hit during a Pass, both must make Saving Throws. If both fall, the Pass is not counted. If one falls, 1-6 points of additional damage are inflicted, and the Pass goes to the entrant still on horseback.

Winners are not cured; they keep all damage, without curing, for the next series (against other winners). Opponents are selected randomly in an honest list. When an entrant loses, curing is made available; the cured loser normally joins the crowd to watch the remainder of the Joust.

Challenges: Any Knight or Noble of Name level or higher may challenge any other Noble of equal title (level is otherwise irrelevant) to a Joust. Refusal is allowed, but at the risk of scorn. All magic and magical weapons are forbidden, and carefully checked.

A Noble may challenge a higher ranked Noble, but the challenged Noble may send out a "champion" to prove the worth of the challenger. This is to prevent misuse of the challenge system. Most champions are fighters of levels 21-30.

A Noble does not normally challenge anyone of lesser level or rank unless the provocation is extreme. In any case, victory indicates that honor is satisfied, and the matter is forgotten. If the reason for challenging a lesser is not a good one (DM's choice), then such a challenge may affect the Confidence Level of the dominion, or cause some violent reaction from another dominion. (Keep the PCs from becoming wandering duelists; it is neither exciting nor profitable.)

Joust Prizes: There should be only one Grand Prize for a Joust, usually an item of jewelry with great value and beauty. The base "required" cost of the prize is 1,000 gp per number corresponding to the host's title. For example, a Prince (7) would have a Joust Prize worth at least 7,000 gp. The value may be higher. The winner of the Joust will gain the prize and its "required" value in Experience Points (regardless of actual value). The Joust Prize can also be magical if the host has such an item available. PCs and NPCs holding tournaments may provide prizes as desired, but they must meet the "required" values.

Optional Tournament Ranking: PCs who enter Tournaments, risking their characters in fair (or foul) Jousts, may earn the right to bear one of the several titles. The following suggested list is only a guideline.

Number of Tournaments Won	Title
5	Champion
10	Chevalier
15	Silver Champion
20	Premier Chevalier
25	Grand Champion

Dominion Confidence Level

A dominion's Confidence Level is a measure of the populace's satisfaction with their ruler. Ranging from 1 to 500, the Confidence Level is checked each game year, and as often as needed otherwise. The current Confidence Level should be noted, along with the notes on population, income, etc.

Determining the Confidence Level

The base Confidence Level of a dominion equals the total of 151-250 (d%+150), plus the total of all 6 of the ruler's ability scores. This Level is the same at the beginning of each new year, regardless of changes or temporary adjustments during the year.

(You may choose to create a more complex system, based on the various factors of dominion rule.)

Changing the Confidence Level

You may adjust the base number each month because of PC actions, Events, and other factors as desired. A maximum bonus or penalty of 50 per month, or 10 per item is recommended. Many things could cause a change in Confidence Level, including (but not limited to) the following: Tax rates, number and titles of visitors, number of tournaments held, number of advisors, officials and rulers, population growth or loss, weather, number of holidays, changes in nearby dominions, existence of bandits, wars, number and quality of magistrates and sheriffs, number and quality of military forces, number of strongholds, events of all types, and relations with demi-humans nearby.

Confidence Checks

A Confidence Check is made when:

1. A game year begins.
2. An expected pleasure is ignored (see Holidays, Tournaments, etc.)
3. A natural disaster occurs (see Events).
4. An enemy military force enters dominion territory.
5. Some other situation arises that could affect most of the dominion (DM's option).

To make a Confidence Check, no die roll is made. Simply apply the following results for the current Confidence Level (possibly modified for the situation).

A. 450-500+: The dominion is **Ideal**. Apply the following effects:

1. All Income is 10% greater than normal.
2. Agents spying for other dominions may (75% chance for each) be secretly revealed to the ruler.
3. If a random check indicates a Disaster (see "Events" chart) during the coming year, there is a 25% chance that it will not occur.
4. No changes to the Confidence Level of the dominion will reduce the Level below 400 for the next check.
5. Add 25 points to the Confidence Level for the next Confidence Check.

B. 400-449: The dominion is **Thriving**. Apply effects 1., 2., and 3. given for "A" (Ideal).

C. 350-399: The dominion is **Prosperous**. Apply effects 1 and 3 given for "A" (Ideal), and apply 2. with a 25% chance per agent.

D. 300-349: The dominion is **Healthy**. Apply effect 1. given for "A" (Ideal), and apply 2. with a 25% chance per agent.

E. 270-299: The dominion is **Steady**. Apply effect 2. given for "A" (Ideal), but with a 25% chance per agent.

F. 230-269: The dominion is **Average**. No special notes apply.

G. 200-229: The dominion is **Unsteady**. There is 1 chance in 6 that the Confidence Level will suddenly drop by 10%.

H. 150-199: The dominion is **Defiant**. Apply the following effects:

1. Half of the peasants (2.5 times the number of families) form a Peasant Militia. (Use the "War Machine" mass combat system, page 12, as needed.) Special Note: If a dominion force is in any population center (town, village, etc.) equal to 1/3 of the number of peasants, the peasants in that area will not form a militia until the troops leave or attack.
2. Tax income is zero.
3. Standard Income is 1/2 normal at best, or 1/3 normal in any area where a Peasant Militia exists.
4. Resource income is 1/2 normal at best, or 1/3 normal in any area where a Peasant Militia exists.
5. No demi-human clan within or adjacent to the dominion becomes involved unless attacked or provoked.

I. 100-149: The dominion is **Rebellious**. Apply effects 1. and 2. as given for "H" (Defiant). Apply effect 3., but with 1/3 or 1/4 normal Standard Income. Apply effect 4., but with 1/3 or 1/4 normal Resource Income. In addition, apply the following effect:

6. A -5 penalty applies to the Confidence Level for each game month in which it remains below 200.

J. 50-99: The dominion is **Belligerent**. Apply effect 2. as given for "H" (Defiant); apply effect 3., but with 1/4 or *no* normal Standard Income. Apply effect 4., but with 1/4 or *no* normal Resource Income. Apply effect 6. as given for "I" (Rebellious), but with a -10 penalty. In addition, apply the following effects:

1. All officials, trade caravans and parties of travellers will be attacked by bandits.
2. Any of the dominion's forces moving within the dominion will be attacked by Peasant Militia, bandits, enemy agents, deserters, and/or hostile demi-humans.
3. NPCs of other dominions will not attend any Tournament within the dominion.
4. All demi-humans are hostile. Clans in or adjacent to the dominion forbid trespassing and commerce; all treaties and agreements are revoked. There is a 50% chance per demi-human clan that the clan will provide the peasants with military support.

K. 1-49: The dominion is **Turbulent**. Apply all effects given for "J" (above), but with double normal effects and/or 100% chance of all variables. In addition, apply the following effects:

1. All peasants are in open revolution; 95% of them join the Peasant Militia.
2. *No* Income is obtained unless collected by force.
3. The Confidence Level of the dominion can never rise to 100 or above until the ruler is removed.

ELMORE

Changing Rulers/Officials

Though a ruler can appoint others (as given in each title description), taking away titles can be difficult. A Seneschal can be changed without trouble, but any change in Noble rulers may cause a reaction, based on the alignment of the ruler removed. If the ruler was Chaotic, no Reaction occurs. If the ruler was Neutral, there is a 50% chance of a Reaction. If the ruler was Lawful, a Removal Reaction is automatic.

To find the exact reaction, roll 1d20, and compare the result to the Dominion Confidence Level, using the following chart.

EFFECTS OF CHANGING RULERS

Confidence Level	1d20 Roll 1-5	6-10	11-15	16-20
1 - 99	V	V	V	U
100 - 150	V	V	U	U
151 - 199	V	U	U	A
200 - 230	U	U	A	A
231 - 270	U	A	A	A
271 - 300	A	A	A	A
301 - 350	A	A	A	F
351 - 400	A	A	F	F
401 - 450	A	F	F	F
451 - 500	F	F	F	F

V: Violent Reaction from the peasants. Confidence Level drops to "Turbulent" (K) if not already there. Peasant militia forces attack all strongholds; assassination attempts, sabotage, and other effects are possible (DM's choice).

U: Unfavorable reaction from the peasants. Subtract 20 points from the Confidence Level (minimum 0) for the next check only.

A: Acceptable reaction from the peasants; no change.

F: Favorable reaction from the peasants. Add 20 points to the Confidence Level for the next check only.

Dominion Events

At the beginning of each game year, when a Confidence Check is made, the DM should also select or randomly determine Events (both natural and unnatural) to occur in the coming year. A percentage chance is given for each Event to determine randomly. The DM may modify chances as desired.

Each dominion should have 1-4 Events per year. Random results should be modified for balance; four Disasters in a single year could wipe out a dominion, which is usually unfair.

Space does not permit detailed descriptions of Events; those included here will help to stimulate the DM's imagination.

Natural Events: All of the following depend on the terrain, location, and other details of the dominion. "Disasters" are indicated by asterisks.

Comet 30%
Death (Official, Ruler, etc.) 10%
*Earthquake 10%
Explosion 10%
Fire, Minor 50%
*Fire, Major 10%
Flood 10-50%
*Hurricane 15%
Market Glut 20%
Market Shortage 25%
*Meteor Strike (major) 1%
Meteor Shower (minor) 20%
*Plague 25%
Population Change (double normal)
Gain or Lose 20%
Resource Lost 10%
Resource New 10%
Sinkhole 5%
Storm 80%
*Tornado 25%
Trade Route Lost 15%
Trade Route New 15%
*Volcano 2%
Waterspout 25%
Whirlpool 25%

Unnatural Events: The following events are are not based on Nature.

Assassination 10%
Bandits 50%
Birth in ruling family 20%
Border Skirmish 40%
Cultural Discovery 10%
Fanatic Cult 10%
Insurrection 10%
Lycanthropy 15%
Magical Happening 30%
Migration 10%
Pretender/Usurper 10%
Raiders from other dominion 25%
Rebellion (minor) 10%
Resident Specialist, New 20%
Spy Ring 60%
Traitor 30%
Accidental death of Official 25%
VIP Visitor 10%
Wandering Monsters, 20 HD+ 75%

Titles

Nobility

The ruler of a dominion is called a *Noble*, a member of the *Nobility*. Nobles normally gain their titles by grant from a member of the Royalty (see below), or possibly form some other sovereign (independent) ruler.

If the PC has a dominion within the structure of an existing realm, then the PC's title is based on the following. Both masculine and feminine terms are given (feminine in parentheses). All titles are cumulative; for example, a King could also be a Duke, Marquis, Count, Viscount, *and* Baron.

A ruler who loses or leaves a dominion may keep the title gained through rulership, regardless of current status, assets, etc.

A **Baron (Baroness)** rules a dominion of at least 1 stronghold and the population needed to support it. The dominion is called a Barony. Additional strongholds may be added, and the character may appoint Seneschals to rule them.

A **Viscount*** (**Viscountess**) rules 2 or more Baronies, at least one of them through a Baron. The greater dominion has no special name. A Viscount may be a Baron, or may choose not to keep that duty, as desired. A Viscount can become a Count only by adding a dominion by Conquest; other methods of adding dominions do not change his title. A Viscount may appoint Seneschals. *(VIE-count)

A **Count (Countess)** is a Viscount who has added a dominion by Conquest, and who thus rules at least 3 lesser dominions. The greater dominion is called a County. Other dominions may be added in the usual ways. A Count can only become a Marquis by adding another dominion by Conquest. A Count may appoint Barons and Seneschals.

A **Marquis (Marquesa)** is a Count who has added one or more dominions by Conquest (in addition to the ones necessary to become a Count). If other dominions are added by any method, the title of Duke can be gained. A Marquis may appoint Barons and Seneschals.

A **Duke (Duchess)** is a Marquis who has added one or more dominions by any method. Further additions do not alter this title. The greater dominion is called a duchy. A Duke may appoint Seneschals, Barons, Viscounts, Counts, and Marquises, as long as the dominion requirement for each is met.

Note: *Although the requirements for a title may be gained, the title is not bestowed automatically; it must be granted by a higher ruler able to do so.*

Royalty

A *Noble* may be anyone who has become a ruler, but the term *royalty* is reserved for Kings (or higher rulers) and their families. Any royal ruler may, if desired, reserve the right to bestow Noble titles; if so, the lesser rulers may *not* appoint anyone but Seneschals.

A royal ruler may award a lesser Noble a "Conquest" (for purposes of determining new titles) for successful defense of the greater dominion in times of war. Bravery and outstanding personal leadership are the primary guidelines.

The following definitions are for D&D® game purposes, and do not precisely match the historical titles of the same names.

An **Archduke** is a Duke who is a relative of a King or Emperor, and who rules a dominion in the Kingdom or Empire. The dominion is called a Grand Duchy. This title can also be given by an Emperor to an independent Duke who joins the empire, though this is very rare.

A **Prince** (or **Princess**) is a son (daughter) of a King or Emperor, whether by birth, marriage, or adoption. A Prince is usually a Baron, but need not be a dominion ruler unless desired. A Prince cannot grant other titles unless a dominion is ruled, and the limits of the dominion rank apply. *For example,* a Baron Prince can only appoint Seneshals. The dominion of a Prince is called a Principality.

A *Crown Prince* is a Prince who will inherit a Kingdom when the current King dies. An *Imperial Prince* is a Prince who will inherit an Empire when the Emperor dies.

A **King** (or **Queen**) is a ruler of a large greater dominion, a Kingdom. The lesser dominions within it are ruled by Archdukes, Dukes, and/or other rulers.

An **Emperor** (or **Emperess**) is a ruler of a group of independent dominions, each ruled by a King, Queen, Archduke, Duke, or lesser ruler. The greater dominion is called an Empire.

For Kingdoms and Empires, accurate dominion details cannot be given; the types vary widely. If desired, a group of duchies may make up a Principality, which can be part of a Kingdom, which can be part of an Empire.

Titles and Forms of Address

A royal person usually uses the term "we" instead of "I." The following terms are used when speaking to any ruler in formal or social settings:

Baron, Viscount, Count, or Marquis:
"Your Lordship"
Duke or Archduke: "Your Grace"
Prince: "Your Highness"
Crown Prince: "Your Royal Highness"
Imperial Prince:
:Your Imperial Highness"
King: "Your Majesty"
Emperor: "Your Imperial Majesty"

Other titles are often used in addressing other important persons. For example, a Knight is always "Sir" ("Madam") unless "Lord" ("Lady") applies (which is then used instead). High-ranking members of the Theocracy may be called "Your Grace." You may add other titles as desired.

Other Titles and Governments

Other names and forms of government are certainly possible, and even common. The Expert Set map includes a group of Jarldoms (ruled by "Jarls"—Earls, which are similar to independent counts), an Emirate (ruled by an Emir, a King of tribes), a Republic, several Freeholds, and others.

The following brief notes on forms of government may be useful:

Confederacy: A united group of independent dominions.

Democracy: A single dominion or confederacy of dominions ruled by the people, either directly or through elected rulers.

Dictatorship: Any dominion ruled by one supreme leader (but without any nobility or royalty).

Feodality: A dominion within the "feudal system"; greater power is gained through the loyalty (fealty) of lesser rulers.

Magocracy: Dominion ruled by magic-users.

Militocracy: Government by fighters.

Monarchy (or Autocracy): A dominion ruled by a leader who inherited the title.

Oligarchy: A dominion ruled by two or more rulers equal in power.

Republic: A democracy with elected rulers (or thieves).

Theocracy: Government by clerics.

Mass Combat *(The War Machine)*

The "War Machine" is a system of game rules designed to resolve large battles in the D&D game. The *War Machine* will work with any number of troops; it is recommended for any group with more than 10 combatants. To use the system, all you need is a pencil and paper, plus some knowledge of simple arithmetic.

Assumptions

Several things are assumed in the *War Machine* mass combat system:

1. All troops have a "level of quality" that can improve or drop with time and experience.
2. Many other factors such as terrain, weather, etc., besides quality of troops, influence the outcome of a large battle.
3. Luck, good or bad, can influence combat results, whether in a single combat or a clash of armies.
4. A character knows how to survive in the D&D world; the *player* does not need to know the tactics of war.

How It Works

Each body of troops (called a "force") is given a rating for their quality. When combat occurs, this "Battle Rating" is modified for battle conditions (terrain, number of opponents, morale, etc.). Each player then rolls d%, and adds the modified Battle Rating of the troops. The high roll wins the battle.

The entire system has four basic steps:

1. Calculate the BASIC FORCE RATING (BFR) of the troops.
2. Find the TROOP CLASS.
3. Calculate the BATTLE RATING (BR).
4. Determine and apply COMBAT RESULTS.

Steps 1, 2, and 3 are handled when a force is hired and outfitted. Step 4 is used when a battle occurs.

Throughout the system, the person or creature commanding a force is called the Leader. Others, called Officers, help the leader to control the force. The fighting persons in a force are called the Troops.

In the calculations, round all fractions UP unless the instructions say otherwise.

STEP 1: Calculate the BASIC FORCE RATING

The Basic Force Rating is the total of 4 factors: Leadership, Experience, Training, and Equipment. A fifth factor applies if the force is Special: elves, dwarves, or powerful monsters.

a. **Leadership** Factor: Find the level of the Leader of the force. Modify it by all the Leader's adjustments for Intelligence, Wisdom, and Charisma scores. Then add a +2 bonus for each 1% of the force that is "Name level" characters (PCs or NPCs).

Leader level + IN, WI, and CH adjustment
+ 2 per 1% of force that is Name level

Leadership Factor

b. **Experience** Factor: Find the average level of the officers in the force (not counting the leader), and multiply it by 3. For non-human troops, the Officer level is the average Hit Dice, plus one. *Note:* A force must have 1 officer for every 40 troops, or this part of the Experience Factor is zero.

Find the average level of the troops (not including the Leader or Officers), double it, and add that to the Officer rating. Add 1 to the total for every victory the force has won in the last 10 years (+10 maximum), and subtract 1 for every time the force has been routed in that time (-10 maximum).

(Total levels of officers)/(Number of officers) x 3
+ (Total level of troop)/(Number of troop) x 2
+ 1 per victory (up to +10)
- 1 per rout (up to -10)

Experience Factor

c. **Training** Factor: Score 1 point for every week spent in training (maximum 20 per year). Add 1 for each week that the Leader spends with them (maximum 20), and add 1 for each month that the troops remain together and are not off in their homes or towns (maximum 12 per year).

Costs: Use the "Mercenary" pay rates (Expert Set, page 24). Training time costs double the amounts given.

+ 1 per week trained (up to 20)
+ 1 per week leader trained with them (up to 20)
+ 1 per month troops on duty (up to 12)

Training Factor

d. **Equipment** Factor: The base value is 5, 10, or 15, depending on the quality of the weapons. Use 5 if the weapons are "average" (the normal cost). All troops are assumed to have average weapons unless others are specified). Use 10 if the weapons are "good" (double normal cost), or 15 if "excellent" (triple normal cost).

Add 5 if the troops are armed with a second weapon of the same quality as the first. Add 5 more points if the average Armor Class of the troops is 5 or better.

+ 5, 10, or 15 (based on quality of weapon)
+ 5 (if carry a second weapon of equal quality)
+ 5 (if AC = 5 or better)

Equipment Factor

e. **Special Troop** Factor: If the troops are all either elves or dwarves, this factor is 15. Note that dwarves and elves are never in the same force.

If some monster troops have two or more asterisks listed with their Hit Dice, they are "Special." For each 1% of the force that is "Special," score 2 points for this factor. Example: In a force of 290 ghouls and 10 spectres, 4% of the force has two asterisks, for a Special Factor of +8.

Add all these Factors to find the BASIC FORCE RATING (BFR) of the force. Record this number for future reference.

Leadership
+ Experience
+ Training
+ Equipment
+ Special Troop

Basic Force Factor

STEP 2: Find the TROOP CLASS

"Troop Class" is a measure of the overall quality of a force. Once you know the BFR of the force, use the chart below to find the Troop Class. Keep a record of both the BFR and the Troop Class.

BFR	Troop Class	BFR	Troop Class
0-20	Untrained	71-80	Average
21-35	Poor	81-100	Good
36-55	Below Average	101-125	Excellent
56-70	Fair	126+	Elite

STEP 3: Calculate the BATTLE RATING (BR)

Divide the BFR of the force by 10, rounding up. The result is the Bonus to use in all the following calculations. Examine the following statements and their explanations, and then add the Bonus to the BFR *every time one of the statements is true.* Since this could be done up to 12 times, the total bonus could be more than the original BFR.

The total BR is the original BFR plus all bonuses. Note the BR with the Troop Class and the BFR.

Mounted:

a. 20% or more of the force is mounted.
b. 50% or more of the force is mounted.

Missiles:

c. 20% or more of the force can use missile fire.
d. 20% or more of the force has a missile fire range of 100′ or more.

Magical:

e. 1% or more of the force is equipped with magical abilities.
f. 20% or more of the force is equipped with magical abilities.
g. 100% of the force is equipped with magical abilities.

Spells:

h. 5% or more of the force can cast spells.
i. 30% or more of the force can cast spells.

Flying:

j. 1% or more of the force can fly.
k. 20% or more of the force can fly.

Speed:

l. The force has an average movement rate of 100′ per turn (or more).

Explanations

Mounted applies to any "steed," including horses, dire wolves, griffons, dragons, etc.

Missiles includes bows, crossbows, slings, and others (giant-thrown boulders, manticore spikes, etc.).

Magical includes magic weapons (sword +1, arrow +2, et al.), breath weapons, any poison, magical defenses, regeneration, energy drain, wands and other devices, etc.

Spells includes only spells memorized, cast from scrolls, or spell-like natural abilities (such as a spirit's).

Flying includes normal and magical forms, but *not* mere levitation. It applies to flying steeds as well (such as pegasi).

Speed should be calculated with a creature's fastest mode of movement. For example, flying creatures should be used at their flying rate, not their walking rate.

Example: An elven prince named Gar has a force of 500 elves, all 2nd level and equipped with bows and longswords. The BFR is 96, and troop class is "Good." One hundred of his elves are mounted on pegasi, and all can cast spells. However, only 12 elves have magic items.

To find the Bonus, 10% of 96 is 9.6, or 10. Gar adds 10 to the BFR eight times: for a. (20% are mounted), c. and d. (more than 20% can fire missiles, and the maximum range is greater than 100′), h. and i. (the entire force can cast spells), j. and k. (20% of the force can fly), and l. (the average movement rate is well over 100′ per turn). The total bonus of +80; added to the BFR, gives a total BR of 176.

Quick Battle Ratings

Situations will often arise where you don't want to take the time to use the full system for determining Battle Ratings. The following "Quick System" will work for most troops, without requiring as many calculations. If you have an extremely powerful force (because of level, abilities, hit dice, etc.), you will probably be better off with the full process.

a. Start with the Leader's level: _____
b. Add ONE of these, based on the average Hit Dice of the Force
Less than 1: 20
1 to 2+: 30
3 to 4+: 40
5 to 6+: 55
7 to 8+: 65
9 or more: 80
Hit Dice Factor: +_____
c. Add if the force has any:
archers: +10+_____
spell casters: +10+_____
magical beings: +10+_____
flying beings: +10+_____
d. Add the maximum damage per round of the most numerous creature type: +_____
QUICK TOTAL BR:+_____

Dividing a Force

To use the War Machine in a battle, each side must have the same number of forces or armies. If one side has a greater number of forces than the other side, the side with fewer forces must be divided into an equal number of armies. A player may keep the original rating of the force, and simply declare that troops have been split into separate armies.

For example, 1,000 orcs (BR 72) meet 3 other forces: 200 elves (BR 83), 400 men (BR 70), and 140 dwarves (BR 88). The orcs must split into 3 forces, all of which will have the same BR (72). These might be 100, 100 and 800, or any other combination, as long as at least 10 individuals are in each force.

The player with the force having the highest BR (the dwarves in the example) picks an opponent for their force. The dwarves pick one group of 100 orcs. The next highest rated force picks an opponent; the elves take the other group of 100 orcs. The third highest rating is the orcs, so they would choose next—but there is only one remaining force, the men, so the 800 orcs will fight the 400 men.

STEP 4: Determine COMBAT RESULTS

The forces that have been rated according to the above three steps are now prepared to meet on the field of battle. To find out what the result of this engagement is, start with the BR of each force, and add or subtract all of the following adjustments that apply.

1. **Troop Ratio** (use only one per battle):
   - +15 if 1.5 to 1
   - +30 if 2 to 1
   - +45 if 3 to 1
   - +60 if 4 to 1
   - +70 if 5 to 1
   - +80 if 6 to 1
   - +90 if 7 to 1
   - +100 if 8 to 1 or greater
2. **Morale** (use all that apply):
   - +10 if force is in dominion of their liege
   - +10 if they have beaten this foe before
   - +10 if Troop Class is 2 levels higher than the enemy
   - +30 if attacking an enemy "On the March"
   - -10 if any accompanying force has Routed
3. **Environment** (use all that apply):
   - +25 if in extremely favorable environment
   - -25 if in extremely unfavorable environment
   - +20 if the entire force in a night battle has Infravision
4. **Terrain** (use all that apply):
   - +20 if higher than opponent
   - +20 for Halfling force in fields or woods
   - +10 for Elven force in woods
   - +20 for Dwarven force in hills or mountains
   - -20 for force with mounted troops in mountains, woods, or stronghold
   - -20 for force in mire (marsh/mud)*
   - -10 for force on shifting ground (snow/sand)

   * Defender Only (Ignore if all of attackers can fly; use only 1/2 of adjustment if 5% or more of attackers can fly):
   - +10 if defending in place (holding)
   - +50 if defending a narrow defile, pass or bridge
   - +40 if attacker must cross deep water
   - +20 if defending in mountains, hills, or rough terrain, or behind a wall
   - +50 if force is in a stronghold (and see "Sieges")
5. **Immunities** (use only 1 per force):
   - +150 if force is immune to enemy's attacks
   - +50 if 1% of force is immune to enemy's attacks
   - +50 if force is immune to 80% of enemy's attacks
6. **Fatigue** (use only 1 per force):
   - -10 if force is moderately fatigued
   - -30 if force is seriously fatigued

* Troops properly equipped and trained or native to the terrain do not suffer the penalty. (e.g. Arabs in desert)

Explanations

1. **Troop Ratio:** Find the total number of troops in each force, and divide the larger number by the smaller. If the total is 1.01 to 1.5, the 1.5 ratio is used. Only the larger side benefits from this adjustment, and only one benefit applies.

   Steeds are only counted as members of a force if their primary function is fighting (such as dragons) and not transportation (such as horses).
2. **Morale:** This reflects the confidence of a force. Troops that fight in their home territory, that know they can beat an opponent, or are of superior quality to the foe may benefit from one, some, or all of these.
3. **Environment:** Certain conditions may help or harm a force. Goblins in the daylight are at a disadvantage, as are fire giants in snow.
4. **Terrain:** In many cases, the ground on which the battle is fought will give an advantage to one side or the other. Apply as many of these modifiers as fit your force; note that some apply only to defenders.

   Determining the Defender: When two forces arrive at the same location, they must stop moving. If both forces choose to defend, *neither* gets the defender bonus.
5. **Immunities:** This reflects the advantage possessed by some creatures who cannot be hit by normal weapons; gargoyles and lycanthropes are some examples.
6. **Fatigue:** Troops may become fatigued as a Combat Result of a previous battle (see the Combat Results Table) or because of a Forced March.

Results

When the BR is modified as applicable, each player rolls d% (a Combat Roll),and adds the modified BR to the result. The total is the Combat Result. The player with the highest Combat Result wins the battle.

Applying Combat Results

When the winner and loser of a battle have been identified, determine the effects of the battle (killed, wounded, fatigued, etc.) as follows: subtract the Loser's Combat Result from the Winner's. Find this difference in the left-hand column of the *Combat Results Table*. Apply the resulting Casualties,

Fatigue, and Location to both the Winning (W) troops, as noted.

Casualties: When subtracting casualties, consider half of them as dead and the other half as wounded. When a force contains mixed troops (such as trolls and goblins), the casualties must be split as evenly as possible between them. If a force retreats from the field, treat all wounded as killed. If a force holds the field after the battle, those wounded troops can return to action in 1-4 months.

Fatigue: Troops will remain fatigued for 1-4 days. "Seriously fatigued" troops become "moderately fatigued" in 1-4 days, and will have their strength restored after another 1-4 days.

Location: Terrain units represents whatever measure of distance is most appropriate. On a hex or square grid map, this is one hex or square. If no unit of measure seems obvious, use 1 mile. If multiple forces fight and 1 or more forces on each side holds the field, another round of battle may be fought between them. If some of a player's forces have routed or retreated, any that remain may choose to retreat to avoid fighting another battle.

If all of the enemy forces have left the terrain unit occupied by your forces, a day of battle ends. No more fighting occurs until the next day (if applicable).

Sieges

A force located inside a fortified structure (walled town stronghold, etc.) may be attacked by another force, but has a superior position. This is called a "siege." The force within the structure is the defender. If the defender comes out of the structure, unmodified War Machine rules should be used. If the defender remains within the structure, a "siege" results; use the War Machine, but with the following additional rules.

The **defender** gets the following benefits:

1. When calculating the Troop Ratio, multiply the number of defending troops by 4.
2. Combat Results of "Retreat"or "Rout" are ignored by the defender.
3. All defender casualties are reduced by half.

The **attacker** has the following options:

1. The defender may be attacked normally, using the above rules; OR
2. The defender may be "beseiged"—the attacker surrounds the defenders, keeping them within the structure. This adds +5 to the attacker's BR for each week of the siege. (This represents the building of siege engines, and mining to weaken the defender's position.)

COMBAT RESULTS TABLE

Difference	Casualties W:L	Fatigue W:L	Location W:L
1-8	0:10%	N:N	F:R
9-15	0:20%	N:N	F:R
16-24	10%:20%	N:M	F:R
25-30	10%:30%	N:M	F:R+1
31-38	20%:40%	M:S	R:R
39-50	0:30%	N:S	F:R+2
51-63	20%:50%	M:S	F+1:R+3
64-80	30%:60%	M:S	F+1:R+3
81-90	10%:50%	N:S	F+3:R+2
91-100	0:30%	N:Rout	F+3:Rout
101-120	20%:70%	N:Rout	F+3:Rout
121-150	10%:10%	N:Rout	F+3:Rout
151+	10%:100%	N:—	F+5:—

Explanations:
- W = Winner
- L = Loser
- #% = The percent of the force killed and wounded. Round fractions up.
- N = The force is not fatigued.
- M = The force is moderately fatigued.
- S = The force is seriously fatigued.
- F = The force holds the battlefield after the battle.
- R = The force must retreat from the field.
- R+# = The force must retreat that number of terrain units.
- F+# = The force may advance that number of terrain units.
- Rout = The force ceases to exist as such. Survivors will appear at home 1-10 weeks later.

TACTICS TABLE (OPTIONAL)

	SIDE A					
SIDE B	1 Attack+	2 Attack	3 Envelope	4 Trap	5 Hold	6 Withdraw
1 Attack+	C2/C2	-20/ C2	C1/+10	+20/C2	-25/C2	3/+20
2 Attack	C2/-20	C1/C1	-10/C1	+10/C1	C-1/—	C2/+10
3 Envelope	+10/C1	C1/-10	NE	-20/C-1	C2/+20	C-1/+10
4 Trap	C2/+20	C1/+10	C-1/-20	NE	C-1/-20	C-1/C-1
5 Hold	C2/-25	—/C-1	+20/C2	-20/C-1	NC	NC
6 Withdraw	+20/C3	+10/C2	+10/C-1	C-1/C-1	NC	NC
	A / B	A / B	A / B	A / B	A / B	A / B

Note: Attack+ = forceful attack to over run
Attack = close and combat
Envelope = attempt to encircle foe
Trap = lure foe to an ambush
Hold = stand fast at all costs
Withdraw = retreat rather than fight

C1, C2, C3: casualties are increased by 10%, 20%, or 30%

C-1: casualties are decreased by 10%

+10, +25, etc: add this number to the force's BR

-10, -25, etc: subtract this number from the force's BR

NE: the plans cancel, with no effect on the battle

NC: No combat occurs; no losses are inflicted

Special Note: Some forces have clerics available to magically create food and water. If a besieged defender does not have a cleric, a record of food supplies should be kept. After these are exhausted, the defender loses 10% of its numbers (*not* rating points) per week until the siege ends.

Optional Rules

The following guidelines may be added to the War Machine mass combat system if desired. They give players the opportunity to control the battles more closely.

1. Tactics

A good leader will select a plan before com-

mitting troops to battle. The success of this plan depends on the opponent's plan.

Each commander (player) chooses a Tactic from the Tactics Table. To indicate the choice, place a 6-sided die on the table before you, with the number of your plan facing up. Cover it with one hand until your opponent has also made a choice; then reveal both choices at the same time. Use the Tactics Table to find the results. (Remember that the die is placed to reflect the player's choice; it is not rolled randomly. Written choices can also be used.)

If the result gives only one effect (NE or NC), that effect is applied to both sides in the battle. If the result is two effects (separated by a slash), the result on the left applies to the "Side A," and the result on the right to "Side B." There is no advantage to being either A or B.

If more than one force per side is involved in the battle, choose one tactic per SIDE, *not* per force.

2. Mercy

After a battle is fought and casualties have been determined, the winner of the battle may choose to show mercy to the loser. If so, this is declared before the loser's casualties have been subtracted. When Mercy is shown, apply the following immediately:

1. The loser's casualties are cut in half.
2. All wounded may be recovered, even if the loser has been driven from the field.
3. A +2 bonus applies to all the loser's future Reaction Rolls involving the winner (including both leaders).
4. If the loser fights the winner again within 1 year, a -20 penalty applies to the loser's BR.

3. Character Actions

Some of the actions of player characters may have a great effect on the outcome of a battle. Use the following adjustments to the Battle Rating (BR). All modifications apply to the total BR of the force.

1. **Information** (use only one per force):
   +50 with traitor, detailed plan, or spy
   +20 with good reconnaissance
   +10 with some reconnaissance
   -25 with misinformation

The information must be known to the commander of a side before the battle begins. Use +50 if a plan has been captured, revealing the enemy's preparations, or if an enemy officer defects with information, or if a high-placed spy gives good reports. A single deserting soldier will not provide this benefit.

"Good reconnaissance" means that the entire opposing force has been scouted over several hours, from several different directions.

"Some reconnaissance" means that some scouting information has been gathered, but lacks detail.

"Misinformation" can be the capture of false plans, or belief in information provided by a double agent, or other unusual circumstances.

2. **Surprise:**

   +40 with surprise attack from ambush
   +20 with surprise attack on encampment

If a character does something exceptional to hide the force (camouflage them, occupy the heights over a narrow pass, etc.), the force has a 50% chance of surprising an enemy that moves into the ambush. If the ambushing force is invisible, the chance is 80%. Other adjustments for night, natural terrain (halflings in woods, for example), or magic should be decided by the DM.

A surprise attack on an encampment requires the elimination of enemy pickets, guards, and any magical protections. If this can be accomplished with a role-playing adventure without raising an alarm, the encamped force may be attacked with surprise.

3. **Leader Loss:**
   +30 if leader is "removed"
   +10 if other officer is "removed"

"Removed" can mean killed, captured, charmed, put to sleep, or otherwise "removed" from the force before the battle begins. Removing an opposing leader does not count as a heroic task (see 4.).

An attempt to remove an opposing leader can become a good role playing adventure. Be sure to allow a good chance of the PCs being "removed" themselves! Also, when a force led by a PC fights one led by an NPC, the enemy may send a group to "remove" the PC.

4. **PC Heroics:**
   +20 if PC leader accomplishes heroic task
   +10 if name level PC (not force leader) accomplishes heroic task
   -20 if PC leader fails heroic task
   -10 if name level PC (not leader) fails heroic task

Only PCs can attempt heroics, and the DM must first create a situation where they may do so. The heroic act must be visible to at least 10% of the PC's force, and the act should be risky (a 50% chance of failure, or worse). *Sample Heroics:* Fighting a huge and fearsome member of the opposing force (dragon, vampire, etc.); rescuing a "branch force" cut off from the main force; or single-handedly battling a huge enemy force.

Other Notes

A normal game session may be played in combination with the War Machine, using the system to determine overall results while focusing the game on the actions of the characters. The shift from role playing to mass combat situations (and back) can be accomplished easily with these guidelines:

1. Damage to PCs: PCs (and major NPCs) are never killed as a result of a War Machine battle. They may be scattered and separated (DM's option), but any attempts to actually damage the characters should be handled in normal game sessions.

2. PC items and spells: If a normal adventure is played, then only the spells and magic item charges actually used are lost. If no adventure is played, determine whether the PC is on the winning or losing side. If on the losing side, all combat spells and 2/3 of the charges in all offensive and defensive magic items are used. If on the winning side, 1/3 of the applicable magic item charges are used, and the PC keeps 1 combat spell uncast.

3. Experience Points: XP are earned both for commanding a force and for performing Heroics. If a PC leads a force, find the number of troops in the enemy force. If the PC wins the battle, the PC gets that number of XP. The PC gets 1/3 of that number if the battle is lost.

4. Magic Items: A *staff of health* or *rod of victory* can affect a battle and its aftermath, as follows:

Staff of Health: If the user holds the field after a battle, up to 500 wounded may be immediately restored to full strength.

Rod of Victory: Add a +25 bonus to the Combat Roll (to a maximum roll of 100). If the holder loses the battle by a difference of greater than 100, the "91-100" Combat Results category is used.

Troop Movement

The following guidelines should be used when moving forces:

Scale: The scales for time and distance may vary by the size of a force and the distance involved. The standard 24-mile map hex may be used when large forces move over large distances. When opposing forces draw near each other, one move per day is recommended. Try to prepare a detailed map of the area when this occurs.

Movement Rate: *Up to 50* troops may move together at their base movement rate. When more troops are involved, travel slows. Remember that a movement rate is based on

the speed of the slowest member of any group.

51-100 troops move at 2/3 their usual rate
101 or more troops at 1/2 the usual rate.

Movement rates for wilderness travel are discussed in the Expert Set (page 41). If a hex map is being used, these rates can easily be applied to the scale of the map. The DM may include a bonus or penalty for easy or rugged terrain, but most situations are covered in the War Machine.

Food: If a force is carrying food supplies, either on wagons or on individuals, keep track of the supplies. Remember to consider encumbrance when calculating the movement rate.

If a force forages for food, modify the basic rule (Expert Set, page 21) as follows. The force Leader may choose to slow movement to 2/3 normal rate, with a 2 in 6 chance of finding enough food, *or* may slow movement to 1/3 normal, for a 4 in 6 chance of success. Terrain may modify the chances by +1 or -1.

Without supplies, a force can travel for 1 day without penalty. After a second day, the force becomes "moderately fatigued." After a third day, the force is "seriously fatigued." A seriously fatigued force cannot move. One day's supply of food removes all of this fatigue (either moderate or serious), but does *not* affect fatigue caused as a Combat Result.

Forced March: A force may attempt a Forced March to increase its movement rate, but this might not be successful. If it is attempted, find the Troop Class, roll 1d6, and consult the following chart.

A force that is "seriously fatigued" cannot attempt a Forced March.

Troop Class	Die Roll 1	2	3	4	5	6
Untrained	F	F+M	F+S	M	M	M
Poor	F	F+M	F+S	N	N	M
Below Ave.	F	F+M	F+M	F+S	M	M
Fair	F	F+M	F+M	F+M	N	N
Average	F	F	F+M	F+M	N	M
Good	F	F	F+M	F+M	N	N
Excellent	F	F	F	F	F+M	N
Elite	F	F	F	F	F+M	F+M

F = Forced March successful; add 50% to day's movement
M = Force is moderately fatigued*
S = Force is seriously fatigued
N = No forced march, no fatigue

*If force is already Moderately Fatigued, it becomes Seriously Fatigued with this result.

All results are cumulative; "F+S" indicates that the Forced March is successful, but that the force is Seriously Fatigued afterward.

Maneuvering: When the forces of two opposing sides begin to move, the order of movement becomes important. This order is resolved with an Initiative roll at the beginning of each time unit. Dexterity adjustments do not apply to this roll.

The player or side with Initiative decides whether to move first, or to force the opponent to move first. The player or side chosen moves all of its forces, marking the movement on the map if one is being used. The remaining side then moves. After all movement is complete, forces that are in contact may engage in combat.

If a map is being used, two armies come into contact whenever they enter the same hex, square, or space. Each force must either stop or allow the opponent to attack with the "On the March" adjustment (+30).

If no map is being used, the same effect occurs whenever two forces come within 1 mile of each other. If either of the forces has at least 5,000 troops, the range for contact is 5 miles.

Once the forces are in contact, neither force can leave the area without allowing the enemy to attack with the "On the March" modifier *unless:*

a. The loser of a battle is required to retreat farther than the winner can pursue, as indicated by the Combat Results Table. *For example,* the F/R+1 and the F+1/R+3 results allow the loser to break contact with the foe; the F/R and F+3/R+2 results do not.
b. If one player chooses the "Withdraw" Tactic, and the other player chooses anything except the "Attack+" Tactic, the player who chose "Withdraw" may remove his force one terrain unit after the combat is resolved. Retreat results are added to this move if required. A withdrawing unit cannot occupy the Field or pursue an opponent, even if the Combat Result allows this.

ORDER OF EVENTS in the WAR MACHINE

A. When Troops are acquired:

1. Divide the troops into separate forces or armies, or decide that they will be one large force.
2. Determine the BASIC FORCE RATING (BFR) for each force.
3. Determine the TROOP CLASS for each force.
4. Determine the BATTLE RATING (BR) for each force.

B. When Troops are Moved:

1. Determine the MOVEMENT RATE of each force.
2. Determine a map and time scale (terrain units and time units).
3. Roll for Initiative. The winner decides which side moves first.
4. The forces of one side are moved as far as they will travel during one time unit (usually a day or week).

Any forces that must break contact to move may be immediately attacked "On the March." After the battle, they may move normally *unless* they received an "R+" or "Rout" combat result.

5. The forces of the other side are moved as far as they will travel during this time unit. ("On the March" attacks are resolved as given above.)
6. The side with initiative may declare that it is attacking in any and all terrain units where the forces of two sides are in contact. (Resolve with Combat Order of Events.)
7. The side without initiative may attack (as per 6.; resolve with Combat Order of Events).

C. When Troops Fight (Combat Order of Events):

1. Modify each side's BR as given.
2. Modify each side's BR for any Campaign considerations.
3. If the Tactics Option is used, choose Tactics.
4. Roll d% for each side; add the modified BR to the roll.
5. Use the Combat Results Table to find the results, and apply them (modified by Tactics, if used).

Part 3: The Multiverse

Introduction

The world in which the characters live is only one of many worlds in their infinite universe; the possibilities for "normal" adventure are limitless. But the D&D game involves other places and things not found in the "normal" world; the 3-dimensional universe is only a small part of reality! There are many other places waiting to be found. The most common beyond the Prime Plane (the "normal" universe) are the other Planes of Existence.

Think of the entire normal universe as only one page in a large book. Two pages next to each other are touching, but are separate and entirely different. Moving across one page *doesn't* take you to the next one; you must go in a different direction altogether. In a similar manner, many Planes exist, and magic is needed to travel from one Plane to another. The whole of existence, including all the Planes is called "the Multiverse."

Nearby Planes

Most of a Campaign takes place in a fantasy world similar to our own medieval times. That planet, and the whole of that universe, is called the Prime Plane.

One other Plane touches the Prime Plane, the Ethereal Plane, also called "the Ether." Travel to or through it requires magic. The "distance" to it cannot be measured in feet or miles; it is a magical distance, in a magical direction.

A *potion* or *armor of ethereality* allows the user to enter, travel in, and leave the Ethereal Plane. Many strange monsters wander through the Ether, including banshees, ghosts, and poltergeists.

The four Elemental Planes of Air, Earth, Fire, and Water are "near" the Prime Plane (as magical distances are measured), but do not touch it like the Ether does. To reach an Elemental Plane, a hole must be opened in the Prime Plane, and a tube must be created through the Ether, leading to the Elemental Plane. The hole is called a *vortex*, and the tube is called a *wormhole*.

Vortexes and wormholes can be created by *gate* spells, and can be made permanent with *wishes*. Several of these permanent wormholes connect the Elemental Planes with the Prime Plane, and elemental material is constantly flowing between the Planes. This movement creates wind, ocean currents, volcanos, and occasional earthquakes.

Distant Planes

Experienced travellers of the planes from the Prime Plane refer to the Prime, Ethereal, and Elemental Planes as the *Inner Planes*, for there are many other Planes of Existence. The Inner Planes are surrounded by the Astral Plane, which can be reached from either the Elemental or the Ethereal Planes. Think of the Inner Planes as a group of islands in a vast ocean; this ocean is the *Astral Plane*. It is similar to the Ether, but much larger. Across the "Astral Ocean" are the *Outer Planes,* the homes of the Immortals and other strange creatures. The Outer Planes, and methods of visiting them, will be described in the D&D Master Set.

Interplanar Adventures

1. General Notes

Visualizing: When you describe a dungeon room or corridor to the players, they can usually imagine what it looks like. The characters' surroundings are always made of normal matter. Air exists, and can be breathed. Gravity exists, providing "up" and "down." These things rarely change, and the players can accurately "visualize" where their characters are, what they are doing, and what their surroundings are like. The hardest part of adventuring in other Planes is *visualizing* what they are like.

An adventure in a wormhole is much like a dungeon adventure, merely vertical instead of horizontal. Air exists, and the flow through the wormhole provides a gravity of sorts. Thus, the DM and players can gradually become used to elemental adventures by exploring the wormholes, leaving the Planes until ready for them.

Time: Time passes on the Ethereal and Elemental Planes just as it does on the Prime Plane. *For example,* if adventurers explore wormholes and other nearby Planes for a week, then a week will have passed on the Prime Plane when they return. However, time may pass at different rates—slower, faster, or not at all!—on more distant Planes.

Gravity: The pull created by very large masses, exists normally on the Elemental Planes, but is somewhat different on the Ethereal Plane. Creatures in the Ether are not affected by gravity, but can sense the pull of gravity on the nearby Prime.

2. The Ethereal Plane

A character's first experience with another Plane will probably be a short trip into the Ethereal Plane.

Ether, the material of the Ethereal Plane, appears to be a gray fog in its normal form. If compressed (either by a creature or by magic), it is a sticky gray solid.

Any ethereal creature can sense the direction of gravity on the Prime Plane, but is not affected by it. Thus, while ethereal, a character knows the direction of "down," but cannot fall.

Vision

When on the Ethereal Plane, vision is normal, with the same range as in a dark underground corridor. Except for creatures, everything is the same color (gray fog) and temperature (about 50 degrees Farenheit), so infravision is nearly useless. All light sources function normally (a torch or lantern shining light to 30′ range, magical light to greater ranges, etc.), but they only light the Ether, *not* reaching into wormholes or into the Prime Plane.

An Ethereal traveller cannot see into the Prime Plane unless a *detect invisible* spell (or similar magical effect) is used. However, the gray fog of the Ether may be dense or thin, varying by what is nearby on the Prime Plane. Nearby water appears as dark Ether, and rock, earth and wood as even thicker Ether. Dense rock and heavy metals (lead, gold, etc.), appear as solid Ether (ectoplasm). Fire on the nearby Prime Plane appears as bright Ether. By noting these changes of density (which affect Ethereal movement), a traveller can tell what the conditions are nearby on the Prime Plane, or can at least make a good guess.

Movement

Without magical movement capability, a visitor to the Ether cannot travel. A *fly* spell allows normal movement (120′/round); a *potion* or *armor of ethereality* gives the same rate of travel as flying. Thus, a traveller moves through the Ether at the following rates, varying by conditions on the nearby Prime Plane:

Vacuum	240′/round	(double normal)
Air	120′/round	(normal)
Fire or Water	90′/round	(3/4 normal)
Soil, Wood	60′/round	(1/2 normal)
Rock	30′/round	(1/4 normal)
Metal	0	
Lead	0	

3. Elemental Planes

Use the following general guidelines to create adventures on and involving the Elemental Planes. Be sure to review the "Elemental Magic" section.

Each Elemental Plane is a universe much like the Prime, but all the material is a single element. The elemental matter collects in clumps (planets, moons, etc.); it can exist in solid, liquid, or gaseous form. The strange creatures of the Elemental Planes are mixtures of solid and liquid material, held together by a life force of thought and energy (much like creatures on the Prime Plane).

When a planet exists on an Elemental Plane in roughly the same "position" as a planet on the Prime Plane, natural vortexes and wormholes appear, connecting the planets on each Plane. Thus, for the "normal" D&D world, there are four other planets in similar positions, one on each of the Elemental Planes. Other planets in the Prime universe might not have corresponding Elemental planets; another world might thus be missing one or more elements.

Moons, comets, and other large moving bodies on the Prime Plane rarely have any elemental connections. They are sometimes created by temporary wormholes, which break when the corresponding body on the Elemental plane moves out of position. In a similar manner, a vortex may suddenly appear on a moving body, as a corresponding moon "nears it" on the Elemental Plane. For example, an ocean could suddenly appear on a moon near the characters' world!

Some creatures of the Elemental Planes are described in Part 2 of the "Monsters" section (pages 38-42). You may construct whole civilizations, as interesting and complex as those on the characters' world, with that information. Adventuring can proceed much as it always has, but with entirely new settings, encounters, and even new treasures.

4. Vortexes and Wormholes

A *vortex* is an invisible hole in a Plane, with elemental matter either whirling into or erupting out of it. A current of elemental matter flows in one direction, to or away from the elemental plane.

If seen by a *detect invisible* spell or similar magic, it appears as a shimmering colored circle from the front or back—but cannot be seen at all from the side; it has no thickness. On the Prime Plane, the color of the vortex matches the Plane to which it leads—blue for Air, brown for Earth, red for Fire, and green for Water. Other colors match other more distant Planes. On other Planes, a vortex leading to the Prime Plane is a multi-colored swirl of the four elemental colors. A vortex may appear to float in the air or lie on a surface. A natural elemental vortex is always located in the element corresponding to its destination (whirlpool, volcano), but a created vortex (by a *gate* spell) may appear anywhere.

A *wormhole* is a connecting passage between Planes. It is simply a round tube with wrinkled sides, appearing very similar to a dungeon corridor but without any corners. However, a wormhole seems to be a vertical passage, rather than horizontal, because of the current through it. Travelling in the wormhole with the current is easier than travelling against it.

A wormhole is never straight, bending and winding along its entire length, thus its name. Many of the things inside a wormhole are made of elemental material (matching the Plane to which it leads), but other elements and creatures are often present. Wormholes cannot be seen from the Prime Plane, and only the outside can be seen from the Ether. The outer surface looks like a wrinkled, lumpy gray tube; it is sticky. The surface is actually made of ectoplasm (solid ether), compressed by the magic needed to create the wormhole. Wormholes vary in size, from a thick string size to a pillar or slightly curved wall.

Each wormhole is usually 10 miles long or more. The network of permanent wormholes between the Prime and Elemental planes looks similar to the roots of a plant; each small wormhole joins a larger one, until all the smaller wormholes connect to one huge wormhole connected to the Elemental Plane itself.

Creatures and things in a wormhole are magically changed into the "proper" element when they reach the Elemental Plane, unless protected by powerful magic.

5. Elemental Magic

The following notes apply only to the Inner Planes. The Astral and Outer Planes cause other changes in magical effects, because of their differing natural laws. More information is given in the D&D Master Set.

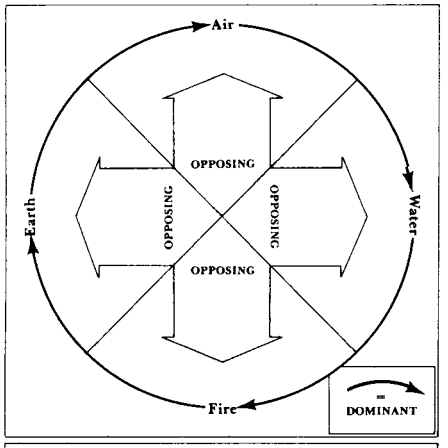
In the D&D game, magic on the Prime Plane is a highly developed art. However, magic as the characters know it was created in a unique setting—the Prime Plane, an odd mixture of all four elements. This situation is not found in any other Plane of the multiverse!

Some magical effects are not based on elements at all, but on Energy. Examples include most *detect* spells, cures, *light* and *darkness*, and *lightning bolts*. These effects will function "normally" (as they do on the Prime Plane) when used on any Inner Plane.

Other effects are partially or wholly based on matter, affecting it in various ways. These effects may be negated, partially changed, or completely different, as described in "Spells" below.

Beings of different elements affect each other in logical ways. The basic principles used are *dominance* and *opposition*. If one element has *dominance* over another, it has power over that element. If two elements are in *opposition*, they are enemies, but affect each other normally. The principles of dominance and opposition are easily summarized:

Air has dominance over Water.
Water has dominance over Fire.
Fire has dominance over Earth.
Earth has dominance over Air.
Air and Fire are in opposition.
Earth and Water are in opposition.



DOMINANCE — OPPOSITION

In combat between elemental beings, dominance and opposition have the following effects:

Dominance results in double damage; the victim may make a Saving Throw vs. Spells to take normal damage.

When one creature has dominance over another, it is less affected by the other's normal attacks. Only minimum damage may be inflicted. In Example #1 above, the water elemental's normal damage is 3-24 points, so only 3 points are inflicted on any successful hit. The victim of dominance tends to fear the other; if a Reaction Roll indicates hostility, "flee" should replace "attack."

Opposition results in hostility; a penalty applies to all Reaction Rolls. The penalty is -8 if the creatures are totally opposed (good vs. evil), or -4 otherwise.

When two creatures are in opposition, no change in damage occurs; only reactions are affected. The creatures' reactions to others are not affected; the penalty applies only to reactions to the creature of opposition.

Example #1: A party is attacked by a fire elemental, so their magic-user casts a *conjure water elemental* spell. Each blow from the resulting water elemental inflicts double damage to the fire elemental, but it may make a Saving Throw (per blow) to take normal damage.

Example #2: A djinni (good) meets an efreeti (evil); each has a -8 penalty to all Reaction Rolls. A kryst meets an undine (both good); a -4 penalty applies to all their Reaction Rolls.

Notes on Spells

The spells learned on the Prime Plane usually function normally on the Ether and on the Elemental Planes unless affected by dominance or opposition (see above). Most spells can easily be translated by replacing the terms "stone" with "solid element," "water" and liquids with "liquid element," and "flesh" with "solid/liquid element."

Spell-using creatures native to other Planes know "local" versions of many spells. These spells include the clerical *barrier, create water*, and *resist fire* spells, and the magic-user *charm person, cloudkill, fire ball, delayed blast fire ball, ice storm/wall, lower water, magic missile, massmorph, move earth, pass-wall, statue, water breathing* and *web* spells, and all *wall* spells.

A visitor from the Prime Plane could learn the "local" version of these spells, if taught by a friendly resident. However, local elemental versions of spells will work *only* on the same plane; a *flesh to ice* learned on the Plane of Water would have no effect if attempted on any other Plane, including the Plane of Fire (despite dominance).

Spells with Limited Effects

Druid spells are useless on any Plane but the Prime; they are based entirely on knowledge of Nature as it exists on the Prime Plane. A cleric's *create normal animals* has no effect on an Elemental Plane unless the local versions of animals are well-known. A cleric's *aerial servant* has no effect on the Plane of Air, but functions normally elsewhere; the same applies to the *invisible stalker* magic-user spell. *Weather control* has no effect on any Plane but the Prime.

Prime Plane insect-based spells will not work on any other Plane.

Special Spell Notes

Conjure Elemental: When a magic-user casts this spell on the Prime Plane, the magic opens a vortex on both Planes (both the Elemental and the Prime) and creates a tiny *wormhole* connecting them. The wormhole is very small—less than an inch across—and it pulls a life force from the Elemental Plane through the vortex. The life force appears on the Prime Plane near the spell caster, and forms a body from material nearby.

To form a body, the elemental life force can only use material it is familiar with; a water elemental must have water, an earth elemental must have earth, and so forth. When the magic ends, the creature's life force goes back to its Plane through the wormhole, and the wormhole and both vortexes disappear.

When seen from an Elemental Plane, the elemental affected by the spell simply disappears. The material of its body suddenly dissipates and drifts, with no life force left to hold it together. When the life force returns, it immediately forms a new body, and resumes its "normal" life.

Disintegrate: This spell works normally except against an *elemental* on its home Plane. It causes an elemental to split into many creatures of 1 Hit Die each; the number of creatures is equal to the Hit Dice of the elemental affected. Each new elemental has only 1-4 hit points.

Stone to Flesh: his spell affects solid matter and often material over which the caster has control, and turns it into living matter. Each Elemental Plane has a similar version, based on the same principles. Each Elemental version changes a solid element over which the caster has dominance into a living elemental form. *For example,* the local version on the Plane of Water is *ice to water* and *fire to water.* The reverse of the spell has similar local effects, but changes an elemental creature into non-living solid form. For example, on the Plane of Water, the reversed spell is *flesh to ice.*

Procedures

Aging
Constructs
Damage to Magic Items
Demi-Human Crafts
Hit Points (Maximum)
Poison
Reference Charts
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Treasures
A. "Cashing" normal treasures
B. Buying and Selling Magic Items
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Weapons *(new)*

Aging

In the D&D world, disease, blindness, and other afflictions can be easily cured by cleric spells. Furthermore, the *raise dead* and *raise dead fully* spells seem to bestow near-immortality—but this is not quite true.

Character aging should be a carefully restricted element of the game. When a character reaches the end of a long natural life span, magical means of prolonging or restoring life should have little or no effect. A *raise* spell should only restore the character for a brief period (1-10 days or whatever the DM chooses). The following ages are recommended as the maximum for character races:

Human	100	(95+2d12)
Halfling	200	(190+2d20)
Dwarf	400	(375+d%)
Elf	800	(750+2d%)

The DM may modify this for individuals, using the dice given to determine the maximum age of any one character.

A *potion of longevity* does remove 10 years of aging, but the DM may apply any restrictions as desired. *For example,* the potion might only affect unnatural aging (such as that caused by haunts), or each living creature might only be able to drink 5 such potions in a lifetime, all further uses having no effect. Each use might have a chance of creating a reverse effect, aging the character 10 years.

A *wish* should be the only magic capable of extending a character's life to a great degree. As a guideline, it should have a maximum effect equal to that of a *potion of longevity*, but without restrictions.

A person who has lived a long, exciting and fruitful life will probably accept, or even welcome, the final rest brought by death. The true Immortals, those powerful residents of the Outer Planes, would be aware of (and certainly resent) any character attempting to prolong mortal life to any excessive span. Ultimately, they would act, ensuring that the final fate of mortals remains, as always, death.

Constructs

A construct (CON-struct) is a monster that is not actually alive, but which has been created magically. A *Lesser construct* is costly to make, and *can be hit by any weapon.* The Lesser constructs in the D&D system include living statues (Basic Set), magen (game adventure X2), and juggernauts (X4). A *Greater construct* is very expensive, *but can only be hit by magic weapons.* The Greater constructs include gargoyles (Basic Set), golems (Expert Set), and drolems (this set).

The following general rules apply to all constructs:

1. They can be created only if the proper magical process is used. This often involves a special book, libram, or tome, plus special materials (which must usually be purchased), certain spells, and time. The time needed varies by the size and power of the construct, but is never less than a week, and may be greater than a year.
2. They do not heal normally; magic must be used to cure them of any damage incurred.
3. They are immune to the effects of poison (since they are not truly alive), and mental effects (*charm, sleep,* illusions, etc.).
4. They do not reproduce; there are never "baby gargoyles," for example.

The DM may add special treasures (such as a *book of gargoyle creation*) if desired. Player characters may wish to use constructs to help guard castles, dominions, or special treasures.

Damage To Magic Items

Any item may be damaged by rough treatment. Armor and weapons, however, are made to withstand a considerable amount of punishment.

The DM should decide whether an item might be damaged, based on the item and the type of attack and then would make an Item Damage roll.

Some breath weapons (acid, fire, cold) should require such checks. If the user makes his Saving Throw against the breath, bonuses can be applied to the item's roll.

Long falls (100′ or more) should require checks. Pools of acid, rockslides, and other cases of extreme damage should require checks for items carried. A scroll normally need not be checked except against fire damage; you may also include water damage, if desired.

To check for damage to items, roll 1d4 or 1d6 (using 1d6 if the chance of damage is high). *If the result is greater than the item's Strength (number of "plusses"), the item is damaged.* Items without plusses may be given ratings for this purpose. Consider:

any potion or scroll as a +1 item;
any wand or staff as a +2
and all permanent items (such as rods, rings, and miscellaneous items) as +3.

This roll may be modified; for example, if a character is hit by a rockslide, Dexterity adjustments could be applied to the rolls. If a character tries to break something, Strength adjustments could be applied. No adjustment should be greater than +2. However, adjustments to the chance of survival can be any number of subtractions from the roll. A *potion bottle dropped from a tabletop might* require a check for breakage, but with a -2 adjustment (thus, only a roll of 4 indicating breakage).

If an item is damaged, it may either be partially damaged or completely destroyed. For items with magical bonuses, one or more points may be lost, because of damage, (DM's choice). Potions, scrolls, and rings should be completely destroyed by any severe damage.

Demi-Human Crafts

The rules which follow are for DM and NPC use only; no player character can participate in the construction of these famous, but incredibly rare items. You may place one or more of these in a campaign, but *very* few should exist, if at all. Each requires centuries of work to create, and should be treated with appropriate awe and respect by the demi-human clan involved.

Details on rewards for the recovery of lost or stolen clan devices are given in each character class description.

Dwarf: By using the *Forge of Power*, the Keeper, Clanmaster, and several dwarven blacksmiths (all of maximum level) can work together to construct a *dwarven lens*—a sheet of pure gold, gently hammered out to perfect paper-thin texture. This is a long task; it must be worked slowly and carefully, and requires centuries to complete (800-1,000 years). The completed *lens* is a 10′ diameter disk, mounted in a ring of pure gemstone, and is used only to create *oil of darkness.*

The *lens* actually concentrates and distills darkness itself to form the *oil*, and can only create one ounce per year if left in complete darkness throughout the year; *any* light will spoil the entire batch.

Oil of darkness, in turn, is used to make rockships, famous but extremely rare magi-

cal dwarven boats made of rock, which can move through solid rock as easily as birds move in the air. One hundred ounces of *oil* are needed for each rockship; each rockship can carry 10 dwarves.

The *lens* and *oil* cannot be created by any other means, magical or otherwise, including a *wish*.

Dwarven clans also can construct magical hammers, shields, armor, and other items typical to dwarves by using a Forge of Power. The cost and time for construction are left to the DM.

Elf: An elven Treekeeper, Clanmaster, and several aides (all maximum level) may use a *Tree of Life* to create the famous but extremely rare elven lightboats, in the following manner.

The Treekeeper draws one ounce of sap (at most) each month from the tree of life, distilling it to a single drop of golden liquid. Extreme care must be taken lest the Tree be harmed by the drawing of sap (which could seriously reduce or even negate its special powers). With the help of the Clanmaster and aides, the Tree's branches are guided so that a few leaves of perfect paper-smooth texture are grown each year. The distilled sap is mixed with the powdered leaf veins, creating *oil of sunlight*—the distilled essence of light itself. The process can only produce one ounce of *oil* per year.

Other perfect leaves are carefully pressed into the shape of the lightship hull, and enchantments (known only to the Treekeeper) are cast upon it. At the right moment of the year, the *oil* is spread on the specially prepared hull, and the final enchantments cast. If all goes well, the lightship is then complete, able to fly through the air at 360′ per turn as long as it remains in sunlight (which propels it). One hundred ounces of *oil* are needed for each lightship; each lightship can carry 10 elves.

The *oil* cannot be created by any other means, magical or otherwise, including a *wish*.

Elven clans also can construct magic bows, arrows, swords, and other items typical to elves by using a Tree of Life. Cost and time for construction is left to the DM's discretion.

Halfling: A *Crucible of Blackflame* is a four-sided pyramid (as a four-sided die) made of rare wood, with a solid base, a triangular hole in each side, and a very odd fire inside—the *Blackflame*. This is exactly the reverse of a normal flame, black in color and emanating darkness and coolness, with flickering reverse "shadows" of light. The flame will burn anything normally not burnable, and will not harm combustible items (hence the wooden container). Blackflame can be used to light a torch without burning it, and inflicts cold damage in the same manner as a normal fire (but reversed). Blackflame will also restore ashes to their original form, but does not return an incinerated victim to life.

Using the Crucible and the Blackflame, the halfling Keeper of the Flame, Clanmaster, and several halfling sheriffs can work together to construct a *web of shadows*. Occasionally but very rarely, the odd shadows cast by a Blackflame have material existence for a short time; if caught and immediately placed in the Crucible, these wisps of material can be stored. When enough shadows have been caught (a procedure that takes over 200 years), the Keeper can draw power from the Crucible itself (using the ancient secrets) and weave the *web of shadows*, a 10′ square net of gossamer strands. It cannot be seen by any means (even magical) except in shadows or moonlight, and is carefully kept and stored by the Keeper.

The *web* is used for only one thing— collecting moonlight. When the Keeper and Clanmaster hold the web for an entire night under the light of a full moon, chanting the ancient phrases known only to themselves, the moonlight is caught and distilled, forming a single drop of silvery liquid. This *oil of moonlight* is collected and stored in shadow, avoiding the light of day. A full ounce is required for any effect (gathered over 7-10 years), and may then be rubbed into a fabric (often to make a sail or kite). Any object thus treated gains the ability to fly at 360′ per turn when in moonlight which propels it.

Halfling clans also can construct magic daggers, slings, swords, and other items typical to halflings by using the Crucible of Blackflame. Cost and time for construction are left to the DM's discretion.

Hit Points *Maximum*

The maximum hit points possible for any human character is the roll of 9 hit dice, plus the Constitution bonuses, plus the given hit point gains for additional levels. For an 18 Constitution and maximum die rolls, these totals are:

MAXIMUM HIT POINTS

	Dice Rolls	Con. Bonus	Maximum hp L15	L25	L36
Cleric	54	27	87	97	108
Fighter	72	27	111	131	153
Magic-user	36	27	69	79	90
Thief	36	27	75	95	117

Hit points for demi-humans are limited by their maximum levels (halflings 8, elves 10, dwarves 12). Halflings and elves use 1d6 per level, dwarves 1d8; thus, with 18 Constitution, the most possible hit points for maximum level demi-humans are:

	Dice Rolls	Con. Bonus	L 10-12	Maximum Total
Dwarf	72	27	+9	108
Elf	54	27	+2	83
Halfling	48	24	-	72

Note that a halfling can have about half as many hit points as a fighter; that a dwarf can be as tough as a 36th level cleric; and that elves and magic-users have similar numbers of hit points at maximum level.

Poison

Poison is a dangerous tool. If characters are permitted to use poison, monsters should be able to do the same. And there are far more monsters than characters...

A potion is the most common form of poison. Its effects when used on blowgun darts (see Players Book, page 3) are recommended as a *maximum* for use on any weapon.
any weapon.

You may wish to make poisons of lesser power available, lacking the strength to kill, but able to paralyze, intoxicate, sleep, and/or inflict slight damage.

Many natural plants are mildly poisonous, and saps or boiled leaves could yield poisons usable on weapons. However, poison preparation is not common knowledge, and the danger of error is high (including the accidental poisoning of the maker).

The poison used by poisonous monsters comes from poison sacs or glands within the creature's body. After defeating a poisonous monster, some of the characters in your game may try to get and use the poison.

The following method of controlling this unsavory practice is recommended. Monster poison should only remain potent while in the creature, becoming useless 1-10 rounds after exposure to air. Only a specially prepared *potion of poison* can last for a longer period. An intact poison sac (a rare thing after a swordfight!) should remain useful for only 1-10 rounds per Hit Die of the monster. Unprepared (non-potion) poison placed on a weapon becomes non-poisonous after 1-10 rounds of exposure to air.

The poisonous touch of certain powerful Undead creatures (*spirit* in this set) cannot be collected or used.

The use of poison is evil, and may cause alignment problems. Local and regional laws may punish poisoners.

(XP numbers are in thousands)

HIT ROLLS: ALL DEMI-HUMANS

Attack Rank	Dwarf	Elf	Halfling	Target's Armor Class 9	8	7	6	5	4	3	2	1	0	-1	-2
A			120*	6	7	8	9	10	11	12	13	14	15	16	17
B			300	5	6	7	8	9	10	11	12	13	14	15	16
C	660*	600*	600	4	5	6	7	8	9	10	11	12	13	14	15
D	800	850	900	3	4	5	6	7	8	9	10	11	12	13	14
E	1,000	1,100	1,200	2	3	4	5	6	7	8	9	10	11	12	13
F	1,200	1,350	1,500	2	2	3	4	5	6	7	8	9	10	11	12
G	1,400	1,600	1,800	2	2	2	3	4	5	6	7	8	9	10	11
H	1,600	1,850	2,100	2	2	2	2	3	4	5	6	7	8	9	10
I	1,800	2,100	2,400	2	2	2	2	2	3	4	5	6	7	8	9
J	2,000	2,350	2,700	2	2	2	2	2	2	3	4	5	6	7	8
K	2,200	2,600	3,000(a)	2	2	2	2	2	2	2	3	4	5	6	7
L	2,400	2,850		2	2	2	2	2	2	2	2	3	4	5	6
M	2,600	3,100(b)		2	2	2	2	2	2	2	2	2	3	4	5

Attack Rank	Dwarf	Elf	Halfling	Target's Armor Class -3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
A			120*	18	19	20	20	20	20	20	21	22	23	24
B			300	17	18	19	20	20	20	20	20	21	22	23
C	660*	600*	600	16	17	18	19	20	20	20	20	20	21	22
D	800	850	900	15	16	17	18	19	20	20	20	20	20	21
E	1,000	1,100	1,200	14	15	16	17	18	19	20	20	20	20	20
F	1,200	1,350	1,500	13	14	15	16	17	18	19	20	20	20	20
G	1,400	1,600	1,800	12	13	14	15	16	17	18	19	20	20	20
H	1,600	1,850	2,100	11	12	13	14	15	16	17	18	19	20	20
I	1,800	2,100	2,400	10	11	12	13	14	15	16	17	18	19	20
J	2,000	2,350	2,700	9	10	11	12	13	14	15	16	17	18	19
K	2,200	2,600	3,000(a)	8	9	10	11	12	13	14	15	16	17	18
L	2,400	2,850		7	8	9	10	11	12	13	14	15	16	17
M	2,600	3,100(b)		6	7	8	9	10	11	12	13	14	15	16

**XP when maximum level is reached*
(a) Same as Fighter 22-24, Cleric (or Thief) 29-32, or M-U 36
(b) Same as Fighter 25-27 or Cleric (or Thief) 33-35

HIT ROLLS: ALL HUMANS

Magic-User	Class & Level Cleric/Thief	Fighter	Target's Armor Class 9	8	7	6	5	4	3	2	1	0	-1	-2
	Normal Man		11	12	13	14	15	16	17	18	19	20	20	20
1-5	1-4	1-3	10	11	12	13	14	15	16	17	18	19	20	20
6-10	5-8	4-6	8	9	10	11	12	13	14	15	16	17	18	19
11-15	9-12	7-9	6	7	8	9	10	11	12	13	14	15	16	17
16-20	13-16	10-12	4	5	6	7	8	9	10	11	12	13	14	15
21-25	17-20	13-15	2	3	4	5	6	7	8	9	10	11	12	13
	21-24	16-18	2	2	2	3	4	5	6	7	8	9	10	11
	25-28	19-21	2	2	2	2	2	3	4	5	6	7	8	9
		22-24	2	2	2	2	2	2	2	3	4	5	6	7
		25-27	2	2	2	2	2	2	2	2	2	3	4	5

Magic-User	Cleric/Thief	Fighter	-3	-4	-5	-6	-7	-8	-9	-10	-11	-12	-13
	Normal Man		20	20	21	22	23	24	25	26	27	28	29
1-5	1-4	1-3	20	20	20	21	22	23	24	25	26	27	28
6-10	5-8	4-6	20	20	20	20	20	21	22	23	24	25	26
11-15	9-12	7-9	18	19	20	20	20	20	20	21	22	23	24
16-20	13-16	10-12	16	17	18	19	20	20	20	20	20	21	22
21-25	17-20	13-15	14	15	16	17	18	19	20	20	20	20	20
	21-24	16-18	12	13	14	15	16	17	18	19	20	20	20
	25-28	19-21	10	11	12	13	14	15	16	17	18	19	20
		22-24	8	9	10	11	12	13	14	15	16	17	18
		25-27	6	7	8	9	10	11	12	13	14	15	16

HIT ROLLS: ALL MONSTERS

Creature's Hit Dice	Target's Armor Class 9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
Up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
7+ to 8	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
8+ to 9	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9+ to 11	2	2	3	4	5	6	7	8	9	10	11	12	13	14	15
11+ to 13	2	2	2	3	4	5	6	7	8	9	10	11	12	13	14
13+ to 15	2	2	2	2	3	4	5	6	7	8	9	10	11	12	13
15+ to 17	2	2	2	2	2	3	4	5	6	7	8	9	10	11	12
17+ to 19	2	2	2	2	2	2	3	4	5	6	7	8	9	10	11
19+ to 21	2	2	2	2	2	2	2	3	4	5	6	7	8	9	10
21+ to 23	2	2	2	2	2	2	2	2	3	4	5	6	7	8	9
23+ to 25	2	2	2	2	2	2	2	2	2	3	4	5	6	7	8
25+ to 27	2	2	2	2	2	2	2	2	2	2	3	4	5	6	7
27+ to 29	2	2	2	2	2	2	2	2	2	2	2	3	4	5	6
29+ to 31	2	2	2	2	2	2	2	2	2	2	2	2	3	4	5
31+ to 33	2	2	2	2	2	2	2	2	2	2	2	2	2	3	4
33+ to 35	2	2	2	2	2	2	2	2	2	2	2	2	2	2	3
35+ and up	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2

Creature's Hit Dice	Target's Armor Class -6	-7	-8	-9	-10	-11	-12	-13	-14	-15	-16	-17	-18	-19	-20
Up to 1	21	22	23	24	25	26	27	28	29	30	30	30	30	30	31
1+ to 2	20	21	22	23	24	25	26	27	28	29	30	30	30	30	30
2+ to 3	20	20	21	22	23	24	25	26	27	28	29	30	30	30	30
3+ to 4	20	20	20	21	22	23	24	25	26	27	28	29	30	30	30
4+ to 5	20	20	20	20	21	22	23	24	25	26	27	28	29	30	30
5+ to 6	20	20	20	20	20	21	22	23	24	25	26	27	28	29	30
6+ to 7	19	20	20	20	20	20	21	22	23	24	25	26	27	28	29
7+ to 8	18	19	20	20	20	20	20	21	22	23	24	25	26	27	28
8+ to 9	17	18	19	20	20	20	20	20	21	22	23	24	25	26	27
9+ to 11	16	17	18	19	20	20	20	20	20	21	22	23	24	25	26
11+ to 13	15	16	17	18	19	20	20	20	20	20	21	22	23	24	25
13+ to 15	14	15	16	17	18	19	20	20	20	20	20	21	22	23	24
15+ to 17	13	14	15	16	17	18	19	20	20	20	20	20	21	22	23
17+ to 19	12	13	14	15	16	17	18	19	20	20	20	20	20	21	22
19+ to 21	11	12	13	14	15	16	17	18	19	20	20	20	20	20	21
21+ to 23	10	11	12	13	14	15	16	17	18	19	20	20	20	20	20
23+ to 25	9	10	11	12	13	14	15	16	17	18	19	20	20	20	20
25+ to 27	8	9	10	11	12	13	14	15	16	17	18	19	20	20	20
27+ to 29	7	8	9	10	11	12	13	14	15	16	17	18	19	20	20
29+ to 31	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
31+ to 33	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
33+ to 35	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
35+ and up	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17

**Note that this chart continues. There is no limit to the Armor Class.*

SAVING THROWS: ALL CHARACTERS

Character Class	Death Ray or Poison	Magic Wands	Paralysis or Turn to Stone	Dragon Breath	Rod, Staff, or Spell
Cleric					
1-4	11	12	14	16	15
5-8	9	10	12	14	13
9-12	7	8	10	12	11
13-16	6	7	8	10	9
17-20	5	6	6	8	7
21-24	4	5	5	6	5
25-28	3	4	4	4	4
29-32	2	3	3	3	3
33-36	2	2	2	2	2
Fighter					
Normal Man	14	15	16	17	17
1-3	12	13	14	15	16
4-6	10	11	12	13	14
7-9	8	9	10	11	12
10-12	6	7	8	9	10
13-15	6	6	7	8	9
16-18	5	6	6	7	8
19-21	5	5	6	6	7
22-24	4	5	5	5	6
25-27	4	4	5	4	5
28-30	3	4	4	3	4
31-33	3	3	3	2	3
34-36	2	2	2	2	2
Magic-user					
1-5	13	14	13	16	15
6-10	11	12	11	14	12
11-15	9	10	9	12	9
16-20	7	8	7	10	6
21-24	5	6	5	8	4
25-28	4	4	4	6	3
29-32	3	3	3	4	2
33-36	2	2	2	2	2
Thief					
1-4	13	14	13	16	15
5-8	11	12	11	14	13
9-12	9	10	9	12	11
13-16	7	8	7	10	9
17-20	5	6	5	8	7
21-24	4	5	4	6	5
25-28	3	4	3	4	4
29-32	2	3	2	3	3
33-36	2	2	2	2	2
Dwarf					
1-3	8	9	10	13	12
4-6	6	7	8	10	9
7-9	4	5	6	7	6
10-12	2	3	4	4	3
Elf					
1-3	12	13	13	15	15
4-6	8	10	10	11	11
7-9	4	7	7	7	7
10	2	4	4	3	3
Halfling					
1-3	8	9	10	13	12
4-6	5	6	7	9	8
7-8	2	3	4	5	4

Haste

There are many magical ways for creatures to move and fight at greater than normal speed. The following rules apply in such situations.

1. Saving Throws are never affected by speed differences.
2. Hit rolls gain a +2 bonus for each speed difference. A *hasted* character who drinks a *potion of speed* thus gains a total bonus of +4 to all Hit rolls against opponents moving at normal speed, but only a +2 bonus against singly *hasted* opponents.
3. The Armor Class of a *hasted* creature is not different from that at normal speed, but a -2 bonus is gained for the next speed effect. Thus, a fighter wearing plate mail and shield (AC 2) is treated as AC 0 if "double-speeded" (such as from both the *potion* and the spell).
4. Wands, staves, rods, spells, and other magical effects are never affected by speed. Magic *always* takes standard time to use, without bonuses or penalties for speed effects.
5. Two (maximum) *different* types of speed are cumulative. For example, if a character drinks a *potion of speed* and is *hasted*, the character moves at four times normal rate—twice normal from the potion, and twice normal from the spell. *Four times normal is the maximum possible rate*; attempts at "triple speeding" or faster rates always fail. For every level of speed, double the number of attacks that round.
6. Identical types of speed are *not* cumulative. If a *haste* spell is cast on a character who is already under the influence of another *haste* spell, the second spell has no effect.
7. The DM may add other restrictions as desired. For example, problems in communication can develop through speed differences, especially when a character moving at 4 times normal speed tries to talk with others moving at normal speed.

Speed can be an extremely valuable tool for characters in combat. If the bonuses gained by speed make the challenges in your campaign too easily overcome, you should add any controls as needed to keep the game balanced and entertaining.

Treasures

A. "Cashing" Normal Treasures

1. Gems and Jewelry: At the end of each adventure, the characters earn Experience Points based on the actual value of all treasures found and kept. However, they might lose some of the value of gems and jewelry in the process of exchanging such items for coin.

Though gems and jewelry are easy to carry, they are also hard to convert to spendable money. Most specialists and mercenaries will accept gems as payment, but they do not normally "give change" for overpayment, nor do they accept jewelry (as it is easily damaged). For most expenses (such as normal equipment purchases, construction costs, etc.) coin must be used.

Most pieces of jewelry may be broken up into its gems, metal, etc. The whole piece is worth more than the individual parts; up to half of the value may be lost by such barbaric practices.

Any town or city will have a businessman (jeweler, moneychanger, collector of rare items, or even the town treasurer) who will exchange coins for gems and jewelry, and probably vice versa. For gems, a fee of 1-5% of the value is charged. Jewelry is harder to sell, and a 2-12% fee may be charged. Small towns have less cash on hand and may be unable to buy expensive jewels or gems. As a general guideline, the population of the town is equal to the largest value of item it can convert to coin, in gp (for example, a city of 10,000 could handle gems or jewelry of up to 10,000 gp value).

A businessman may always refuse to "cash" an item, for various reasons (lack of ready coin, suspicion of stolen merchandise, suspected magical origin, and so forth).

If a businessman refuses the transaction, a wealthy private individual might be found to buy the item. The amount offered will be 20-80% (2d4 x 10) of the stated value, and a jeweler is usually consulted to appraise the item.

2. Special Treasures (non-magical): Unlike gems and jewelry, special treasures (such as furs, spices and herbs, woods metals, weapons and armor, trade goods, ivory, wines and ales, perfume and incense, linens, sculpture, and art) must be sold before and XP award is given. The prices given are approximately what the items will bring in markets trading in these goods. The prices will not normally be higher, except where the items are scarce. Prices may be lower if the goods are in common supply.

B. Buying and Selling Magic Items

At some point in your game, the characters will probably find a magic item that they cannot use or do not want. They may then try to sell the item for cash.

This forces you, the Dungeon Master, to decide two things: whether magic items can be bought or sold, and where this would occur.

In a world full of magic, this sort of business should exist in some form. But it can easily get out of control; many items are *cursed* or otherwise dangerous. Spells may be used to create "fakes" (such as a *light* spell cast on a normal sword or gem). Any business dealing with magic items should, logically, have magical means of detecting, and identifying the worth of the items, and connections with authorities to be sure that an item is legally salable, and not stolen. Protection is also extremely important; a powerful Magic-user should not be able to loot the local magic shop.

Thus, the recommended place for this sort of business is the Magic-user's Guild. The "shop" should be lined with lead (blocking most magical effects), and heavily safeguarded with magical traps. Apprentices might be constantly on watch for magical visitors (possibly *polymorphed*), spell effects, invisible things, and so forth. An invisible stalker might automatically appear if any attempt at theft occurs. You may design such a place to be as tightly secure as you wish. Try to foresee the possible attempts at deception and theft, and create means to counter them.

You must also decide on the prices to be offered for items brought in, the items being offered for sale, and their prices. Many items might have limited availability; a powerful wand would not be freely sold to Chaotics.

You can assume that *all* powerful items would be sold to powerful persons. A church would certainly buy any *staff of curing* that appears; rulers are always interested in buying potions, scrolls, and other items usable by all classes. Miscellaneous Magic Items would be extremely rare, and much in demand.

Of all the magic items, potions are the easiest to make, and thus the most commonly found; some might be for sale. *Healing* and *super-healing* potions are those most often sought by adventurers; other types might be available as well.

If you wish to have magic items available for purchase, the following prices are recommended. They are designed for higher level characters, and for sales in a large city. Fewer items should be available, and for higher prices, in smaller places. Items not listed should *not* be sold. Note that these are the prices to be paid by PCs to buy items, *not* the prices offered if some are brought in for sale.

MAGIC ITEM PRICE SUGGESTIONS	
Armor	10,000 to 150,000 gp
Misc. Item	5,000 to 750,000 gp
Misc. Weapon	5,000 to 250,000 gp
Missile	1,000 to 50,000 gp
Missile Device	10,000 to 250,000 gp
Potion	1,000 to 10,000 gp
Ring	10,000 to 250,000 gp
Rod	25,000 to 500,000 gp
Scroll	5,000 to 75,000 gp
Shield	5,000 to 100,000 gp
Staff	15,000 to 300,000 gp
Sword	5,000 to 500,000 gp
Wand	5,000 to 150,000 gp

The most common problem you must face is what to offer adventurers to purchase items they bring in and wish to sell. Because of taxes, operating expenses, the lower value of "used goods," cost of identifying items, and so forth, you could offer 10-30% of the values given above. You may modify this by the Charisma of the seller, adding or subtracting 5% for each point of adjustment.

For example, a character with 18 Charisma gains a +2 bonus to reactions, and could thus "barter" the offered price upward by 10%. The transaction can be assumed, or may be role-played. You may also wish to create local laws that strictly prohibit the sale of magic except by and to authorized dealers, enforced by both the Guild and the highest authorities.

Remember that these are only guidelines. Whatever system you use, try to be consistent. You may wish to make a list of the various items, their selling prices (if available), and the prices offered for them. Notices might be posted, offering rewards for the discovery of certain items — giving the characters goals for adventuring.

Experience Points: You may choose to award XP for cash gained through the sale of magic items. Beware, however, for a rare item may bring vast amounts of unearned experience, and upset the balance of your game. You may choose instead to award a set XP value for each item, regardless of the cash acquired through its sale. This is recommended; regardless of the laws, items will occasionally be sold to characters (either PCs or NPCs), who may pay more than the Guild amounts. Whichever you choose, the details should be added to your price list.

C. Planning and Placing Treasure

At this level of play, obtaining coins is no longer a primary goal of adventurers. Gems,

jewelry, magic, and "special" treasures should be the valuables most sought by Companion-level characters. They may pick up some coins if convenient, but such items are heavy and worth far less, "pound for pound," than other treasures.

To advance a mere 10% of the next level XP goal in one adventure, *each* character needs ten or fifteen thousand Experience Points! With a maximum encumbrance of 2,400 cn, even platinum is barely worth the effort. More valuable, portable treasures are the goals— and gems, jewelry and "specials" are the primary targets.

As Dungeon Master, consider the need of the characters. Don't make it too easy for them; hoards of coin should still be found regularly. But modify some of the "lair" treasure results, exchanging bulk coins for gems and jewelry of equal values. Otherwise, your players may become bored, if the time between level gains stretches into months of real time. High level characters need large treasures—and, of course, challenging monsters as well.

Pre-calculating Treasure: When designing adventures to fit the needs of the characters, you don't need to guess the proper amount of treasure to place; a bit of simple math will help. Use 125,000 XP as the average needed per level. If you want a group of 4 characters, all level 12-25, to advance 1 level after completing 5 successful adventures, then they will need a total of 500,000 XP to do so. They should earn about 1/5 of it (100,000) by defeating monsters and another 1/8 (62,500) by reaching their goal and performance; subtracting that, the remaining 337,500 must be from treasure. Divide that by the number of adventures (5) and you find that each adventure should bring them 55,000 gp—if they play well.

Five adventures to gain 1 level of experience is a good average. At that speed, level advancement doesn't come easily enough to cause boredom, but isn't rare enough to cause frustration. See the *Adventure Planning* section, page 2, for more guidelines.

Weapons *(New)*

The new weapons detailed in the *Character* Section may be used both by characters *and* by humanoid monsters. Monsters living within 48 miles (2 wilderness map hexes) of towns should be able to find and use any of the weapons you make available to characters!

All of the weapons are Optional. You may choose not to include some (or all) of them. Review the details before you decide; they have unusual effects, but should not disrupt your campaign.

The following notes are for your reference. The players should discover the special techniques and effects gradually, as the characters experiment with their new weaponry.

1. **Bastard Sword:** A shield cannot be used while using this item two-handed. However, it does *not* cause the loss of initiative, and *can* be used by a halfling or other small humanoid.
2. **Blackjack:** This weapon has no effect on a victim wearing a metal helmet (which is included in any set of plate, banded, chain, or splint mail), or on any unarmored monster of Armor Class 0 or less (indicating very tough skin or protective plating).
3. **Blowgun:** Of all the new weapons, this item is the most dangerous, and should be the one most tightly controlled. Warn the players that, if they want their characters to use blowguns, the monsters will have them as well.

Any Undead creature, and any other creature immune to poison, cannot be harmed by a blowgun. A blowgun dart merely scratches the victim, with little penetration. No damage is inflicted, and no poison will cause instant death unless the victim is of small size.

The use of poison as a weapon is not a good act. Because of its dangers, poison may be declared illegal by local or regional rulers. In this case, no Lawful character would use it. Be sure to review the additional notes on Poison in this section.

4. **Bola:** This weapon can only affect solid creatures. Wraiths, spectres, ethereal creatures, and monsters made of water (such as a water elemental) cannot be affected.

Remember that if the Hit roll is a "natural" 20 (*not* including *any* adjustments), the victim must make a Saving Throw vs. Death Ray or be paralyzed and strangle in 3-8 rounds. Creatures that do not breathe (such as constructs) are immune to this effect. For any other successful Hit roll, the Saving Throw is still made, but with lesser effect (according to the chart).

When the victim hit makes the Saving Throw, the bola is removed. The victim may spend one round destroying the Bola if an edged weapon is used. Otherwise, the Bola falls to the floor, undamaged.

5. **Net:** This weapon should be readily available. Its cost is low, and it is easily damaged. The net is one of mankind's first tools, invented in prehistoric times, and should be used by most humanoid monsters—for both hunting and defense.

A Net can only affect creatures made of solid material. Wraiths, spectres, ethereal creatures, and monsters made of water (such as water elementals) cannot be affected.

A Net can easily be damaged by any edged weapon (or claw or bite), but can be repaired, if rope or cord is available. A damaged net is useless, requiring 1-3 turns of undisturbed repair work.

6. **Whip:** This weapon is somewhat popular but not very useful except as a tactical device. It is most often used by a thief or other character who wants to help a front-line fighter somehow while not actually engaging in melee.

A Whip can only entangle creatures made of solid material. Wraiths, Spectres, ethereal creatures, and monsters made of water (such as a water elemental) cannot be entangled. Normal damage can, however, be inflicted by a Whip.

This section adds to the monster lists in the D&D Basic and Expert Sets. The terms used are explained in those sets, except for "Spell Immunity" (explained below). This section is presented in two parts.

Part 1 is a standard listing of monsters found on the Prime Material Plane.

Part 2 is a list of monsters found on, and native to, other planes of existence (Ethereal and Elemental). These creatures should *not* be encountered during adventures in the Prime Plane, except in very rare circumstances (when specially summoned, commanded to service, etc.). They are *only* for use in adventures on those other planes.

Special Attacks

Charm, Energy Drain, Paralysis, and **Poison** are explained in the D&D Basic Dungeon Masters Rulebook (pages 23-25).

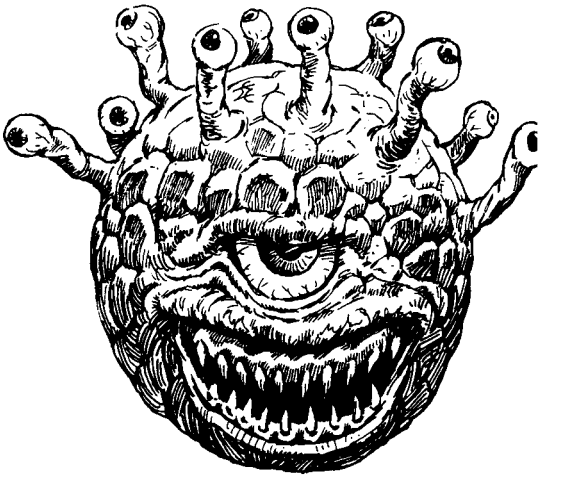
Charge, Continuous Damage, Petrification, Swallow, Swoop, and **Trample** are explained in the Expert Rulebook (page 45).

Acid damage is possible from the attacks of black dragon breath, gray ooze, and other creatures. An optional method of finding the effect of acid damage on magic items is given on page 21. Normal items will usually be ruined if the victim of the acid attack fails a Saving Throw vs. Breath.

Special Defenses

Spell immunity may take many forms. Undead are immune to all forms of *charm, sleep,* and *hold* spells; many fire-using creatures are immune to fire-type spells. Some powerful creatures may be immune to spells of low power, such as *all first and second level spells,* possibly in addition to immunity to a specific type of spell. When spell immunity is mentioned, it applies to all spell-like effects as well, including those produced by monsters or devices.

For example, immunity to all 1st-3rd level spells also confers immunity to fire balls from a wand or staff (since *fire ball* is a third level spell). However, dragon breath is a natural ability of dragons, not a magical one, and is not affected unless a description mentions it specifically.



Monster List, Part 1:
Prime Plane
Apparition to **Will o' Wisp**

Apparition: A form of Undead; see *Phantom.*

Banshee: A form of Undead; see *Haunt.*

Beholder

Armor Class:	0/2/7
Hit Dice:	11***** (see below)
Move:	30′ (10′)
Attacks:	1 bite + special
Damage:	2-16 + special
No. Appearing:	1 (0)
Save As:	Magic-user: 11
Morale:	12
Treasure Type:	L, N, O
Alignment:	Chaotic
XP Value:	5100

A beholder, also called an "Eye Tyrant" or "Sphere of Many Eyes," looks like a large floating ball (about four feet in diameter) covered with tough armor-plated skin. Atop the beholder are ten small eyes on stalks, each with its own magical power. A large central eye is on the front of the body, with a toothy mouth below it.

A beholder moves by magical slow flight, though this cannot be *dispelled.* It speaks most languages, and is extremely intelligent, cruel, and greedy. It is normally found alone, but is rarely (5% chance) found with 1-6 young (each with 1/10 normal Hit Dice and range of eye effects, bite damage 1-4).

The beholder's front eye always projects an anti-magic ray, which temporarily "turns off" all magic within 60′ in front of it. Magic weapons used within the ray are treated as if non-magical. Spells cast within it area of effect are instantly ruined; spells cast from further away are ruined when the effects get within range. A beholder will usually turn to face any character who starts casting, ruining the spell.

Magic weapons and items will work normally once they are removed from the anti-magic ray area, and existing spell effects with durations will resume once the ray is directed elsewhere. This ray cannot be aimed above or below the creature, but only straight out in front of it. As this ray can affect any magic, even that of the smaller eyes (as explained below), the small eyes cannot be used on targets within the anti-magic ray.

If a beholder is attacked with a weapon, the player must declare what his character is aiming at—the body, the large eye, or an eye stalk. Each target has a different Armor Class and hit points.

The body is AC 0, and has 50 hit points. The front eye is AC 2, and has 20 hit points. An eye stalk is only AC 7, but can withstand 12 points of damage. Damage to eye stalks does not count toward killing the creature.

Small eyes and eyestalks: If a hit roll against an eyestalk is successful, the DM should roll randomly to see which stalk is damaged. A "slain" eyestalk has been cut off, but a damaged stalk does not interfere with the eye's functioning. Lost eyes grow back in 2-8 days; partial damage to eyestalks regenerates 1 hit point per day.

Only four small eyes can aim in one direction at the same time, and they cannot see the area directly below the body. Each eye stalk can shoot a ray with a different spell-like effect once per round. Page references are given so the DM may refer to the complete spell descriptions; reversed spell effects are indicated by an asterisk.

Eye 1. *charm person* (range 120′; B39)
Eye 2. *charm monster* (range 120′; X13)
Eye 3. *sleep* (range 240′; B40)

Eye 4. *telekinesis* (range 120′, up to 5,000 cn weight)
Eye 5. *flesh to stone** (range 120′; X16)
Eye 6. *disintegrate* (range 60′; X16)
Eye 7. *cause fear** (range 120′; X5)
Eye 8. *slow** (range 240′; X12)
Eye 9. *cause serious wounds** (range 60′; X7)
Eye 10. *death spell* (range 240′; X16)

Blast Spore

Armor Class:	9
Hit Dice:	1* (1 hit point)
Move:	30′ (10′)
Attacks:	1
Damage:	Disease only
No. Appearing:	1-3 (1)
Save As:	Fighter: 1
Morale:	9
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	13

A blast spore looks almost exactly like a beholder, and is usually (90%) mistaken for one; however, its eyes and mouth are harmless. There is a 25% chance that a character will notice the differences if within 10′. If a blast spore is damaged in any way, it explodes for 6-36 (6d6) points of damage to all within 20 feet; each victim may make a Saving Throw vs. Wands to take 1/2 damage. When approached, the creature may spray a shower of spores in a 20′×20′×20′ volume before it. Each victim must make a Saving Throw vs. Poison; if failed, the spores penetrate and grow into 1-6 more blast spores, causing death in 24 hours unless a *cure disease* spell is applied.

Dolphin

Armor Class:	5
Hit Dice:	3*
Move:	180′(60′)
Attacks:	1 head butt
Damage:	2-8
No. Appearing:	0 (1-20)
Save As:	Dwarf: 6
Morale:	10
Treasure Type:	Nil
Alignment:	Lawful
XP Value:	50

Dolphins are related to whales, but are much smaller. They are 20′ long with a smooth hide. Dolphins cannot breathe water and must come to the surface once every 15 minutes for air. They are intelligent and have their own language. Dolphins can use telepathy with other dolphins in a 50 mile range, and they can detect magic underwater (360′ range). They hate sharks and occasionally attack them. Dolphins are the friends of most sailors and have been known to help people in trouble.

Dragon

White	*Large*	*Huge*
Armor Class:	1	-1
Hit Dice:	9***	12****
Move:	120′ (40′)	150′ (50′)
Flying:	300′ (100′)	360′ (120′)
Attacks:	Up to 6 (see below)	
Breath cone:	80′×40′	90′×40′
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 18	Fighter: 36
Morale:	9	10
Treasure Type:	H×2, I	H×3, I×2
Alignment:	Neutral	Neutral
XP Value:	3,000	4,300
XP with spells:	3,700	5,100

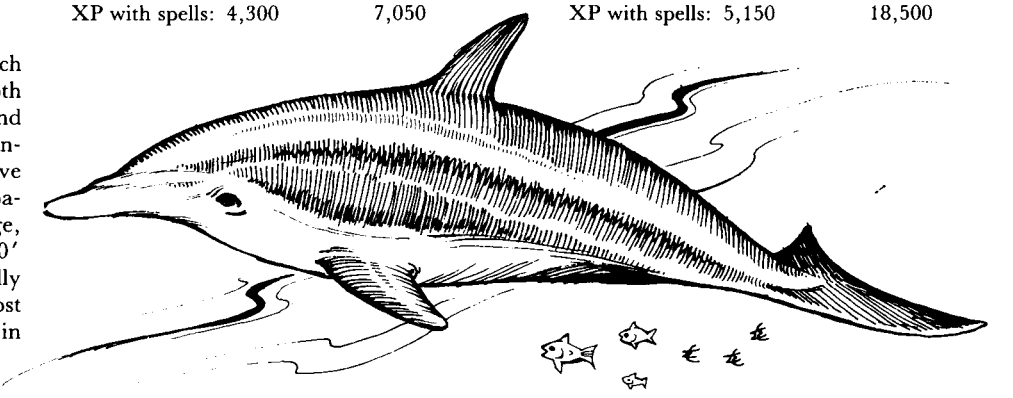
Blue	*Large*	*Huge*
Armor Class:	-2	-4
Hit Dice:	13+3***	18****
Move:	120′ (40′)	150′ (50′)
Flying:	300′ (100′)	360′ (120′)
Attacks:	Up to 6 (see below)	
Breath line:	150′×5′	200′×
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter 27	Fighter:36
Morale:	9	10
Treasure Type:	H×2, I	H×3, I×2
Alignment:	Neutral	Neutral
XP Value:	4,200	6,600
XP with spells:	5,150	8,900

Black	*Large*	*Huge*
Armor Class:	0	-2
Hit Dice:	10+3***	14****
Move:	120′ (40′)	150′ (50′)
Flying:	300′ (100′)	360′ (120′)
Attacks:	Up to 6 (see below)	
Breath line:	90′×5′	120′×5′
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 21	Fighter: 36
Morale:	9	10
Treasure Type:	H×2, I	H×3, I×2
Alignment:	Chaotic	Chaotic
XP Value:	3,000	5,150
XP with spells:	3,700	6,100

Red	*Large*	*Huge*
Armor Class:	-3	-5
Hit Dice:	15***	20****
Move:	120′ (40′)	150′ (50′)
Flying:	300′ (100′)	360′ (120′)
Attacks:	Up to 6 (see below)	
Breath cone:	135′×30′	180′×30′
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 30	Fighter: 36
Morale:	10	11
Treasure Type:	H×2, I	H×3, I×2
Alignment:	Chaotic	Chaotic
XP Value:	4,200	6,600
XP with spells:	5,150	10,050

Green	*Large*	*Huge*
Armor Class:	-1	-3
Hit Dice:	12***	16****
Move:	120′ (40′)	150′ (50′)
Flying:	300′ (100′)	360′ (120′)
Attacks:	Up to 6 (see below)	
Breath cloud:	50′×40′× 30′	50′×50′×30′
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 24	Fighter: 36
Morale:	9	10
Treasure Type:	H×2, I	H×3, I×2
Alignment:	Chaotic	Chaotic
XP Value:	3,500	5,150
XP with spells:	4,300	7,050

Gold	*Large*	*Huge*
Armor Class:	-4	-6
Hit Dice:	16+3***	22****
Move:	120′ (40′)	150′ (50′)
Flying:	300′ (100′)	360′ (120′)
Attacks:	Up to 6 (see below)	
Breath cone or cloud:	As Green or Red	
Damage:	see below	see below
# Appearing:	1-3 (1-3)	1-2 (1-2)
Save As:	Fighter: 33	Fighter: 36
Morale:	10	11
Treasure Type:	H×2, I	H×3, I×2
Alignment:	Lawful	Lawful
XP Value:	4,200	11,750
XP with spells:	5,150	18,500



DAMAGES: *Dice used*		Bite or Crush	Claws, Kicks, Wings, or and Tail
White:	Small	2d8	1d4 each
	Large	2d8+4	1d6+1 each
	Huge	2d8+8	1d8+2 each
Black:	Small	2d10	1d4+1 each
	Large	2d10+4	1d6+2 each
	Huge	2d10+8	1d8+3 each
Green:	Small	3d8	1d6 each
	Large	3d8+4	1d8+1 each
	Huge	3d8+8	1d10+2 each
Blue:	Small	3d10	1d6+1 each
	Large	3d10+4	1d8+2 each
	Huge	3d10+8	1d10+3 each
Red:	Small	4d8	1d8 each
	Large	4d8+4	1d10+1 each
	Huge	4d8+8	1d12+2 each
Gold:	Small	6d6	2d4 each
	Large	6d6+4	3d4 each
	Huge	6d6+8	4d4 each

SPELLS *(by level)*

		1	2	3	4	5
White:	Small	3	-	-	-	-
	Large	4	2	-	-	-
	Huge	5	3	1	-	-
Black:	Small	4	-	-	-	-
	Large	5	3	-	-	-
	Huge	5	4	3	-	-
Green:	Small	3	3	-	-	-
	Large	4	4	3	-	-
	Huge	5	5	4	3	-
Blue:	Small	4	4	-	-	-
	Large	5	5	3	-	-
	Huge	5	5	5	4	-
Red:	Small	3	3	3	-	-
	Large	5	4	3	2	-
	Huge	5	5	4	3	2
Gold:	Small	4	4	4	-	-
	Large	5	5	4	3	-
	Huge	5	5	5	4	3

Considering the entire race of dragonkind, those given in the D&D Basic Set are small and weak. Only Small dragons are described there; Large and Huge dragons are detailed here. Dragons may be found up to 3 Hit Dice smaller or larger than the average given.

Large dragons gain a +2 bonus to all Hit rolls. Huge dragons gain a +4 bonus to all Hit rolls.

When attacking from the air, any dragon may use one Swoop, Hover, or Crush (as described below), but no two in combination.

Swoop: This ability is identical to that given in the Expert Set (page 45); the dragon may pick up one or more victims if the Hit rolls are high enough. When a dragon swoops, its victims suffer a -1 penalty to their Surprise roll, because of the creature's silent glide. If the dragon Surprises the victim, each hit inflicts double damage.

Size	Hit Roll Needed	Swoop Attack Forms
Small	20	1 claw
Large	18-20	2 claws
Huge	16-20	2 claws + 1 bite

A victim caught by a Swoop may attack, but with a -2 penalty to all Hit rolls, and each hit inflicts only minimum damage.

A victim held in a claw automatically takes normal claw damage each round, but if Initiative is won, the victim may act first (cast a spell, use a device, etc.).

A victim held in a bite automatically takes normal bite damage each round, and cannot concentrate (regardless of Initiative). The victim is swallowed when dead. A dragon may bite a victim held in a claw, but with a -2 penalty to the Hit roll. If successful, the victim is transferred to the mouth.

Hover: When using this attack form, the dragon pauses for a moment before landing, its wings beating furiously. The dragon may attack up to six opponents in one round while hovering, using 1 bite, 2 front claws, 2 rear kicks, and 1 tail (but no wing attacks). A breath weapon may *not* be used while hovering, because of the wind from the wings. After 1 round of Hover attacks, the dragon *must* land immediately, but the dragon cannot Crush after Hovering. (Note that the location of opponents might prevent the use of some attack forms.)

Crush: This maneuver is often used if the dragon surprises non-human victims, or possibly against any opponents if the dragon is seriously wounded. When Crushing, the dragon actually lands on its victims. Each may make a Saving Throw vs. Death Ray; success indicates complete evasion of the *crush*, and no damage is inflicted. A victim may choose to remain in the area, taking the full damage of the crush; if a weapon is held in hand, a Hit roll may be made with a +4 bonus. If the attack hits, double damage is inflicted. A *Small* dragon can *crush* one victim only. A *Large* dragon can *crush* all in a 10′ radius circle. A *huge* dragon can *crush* all in a 20′ radius circle.

Other Attacks

Kick: Any victim hit by a Kick attack must make a Saving Throw vs. Paralysis or be knocked over. A penalty applies to the Saving Throw, equal to the amount of damage inflicted. Any victim knocked over may get up during the next round, but will automatically lose Initiative. A kick attack is only effective during hovering or ground combat, not aerial.

Tail: Any victim hit by the tail attack of a Large or Huge dragon must make a Saving Throw vs. Paralysis or be knocked over (as with a kick) *and* disarmed. A penalty applies to the Saving Throw, equal to the damage inflicted. A disarmed opponent may spend one round picking up the weapon, or may switch weapons, merely losing Initiative.

Wing: A wing attack may be used against any opponent within range—which is large.

The range is 3′ per Hit Die of the dragon. Any victim hit by a wing attack must make a Saving Throw vs. Paralysis or be stunned. A penalty applies to the Saving Throw, equal to the damage inflicted. A stunned victim cannot attack or concentrate, suffers a +4 penalty to Armor Class, and may move (stagger) at only 1/3 normal rate. In aerial combat, wing attacks are used instead of kicks.

Tactics

Small dragons normally attack with claws and bite when on the ground, without using kicks or tail attacks. Their legs are too short for effective kicking unless an opponent is close behind them. They are not proficient in attacking with the tail (though it may be used to inflict damage only, at the DM's choice). If its Swoop attack hits, a Small dragon may pick up one man-sized opponent.

Large dragons use all attacks except wings. Kick attacks may be used against any opponents within 10′ of the body. A Tail attack may be aimed at any opponent to the rear or sides. If its Swoop attack hits, a Large dragon may pick up one or two man-sized opponents, or one horse-sized creature.

Huge dragons use all attacks effectively against any opponent within melee range, through maneuvering. Wing attacks may be aimed at any opponents to the sides, or, if more than one opponent is in front of the dragon, against those on either side. If its Swoop attack hits, a Huge dragon may pick up one, two, or three man-sized victims, or two horse-sized, or one giant-sized opponent.

Breath: All Large and Huge dragons use breath weapons intelligently, not randomly. They are rarely aimed at single opponents, and are normally saved for use against groups. The volume of the breath weapon increases with the size of the dragon; the breath sizes are given in the statistics.

All other notes apply as given in the Basic Set, including breath weapon damage and type, chance of talking, chance of being asleep, subduing dragons, and treasure. All dragons are immune to normal or smaller versions of their breath weapons and take 1/2 damage from other types (see Basic Set, page 29).

Dragon Turtle

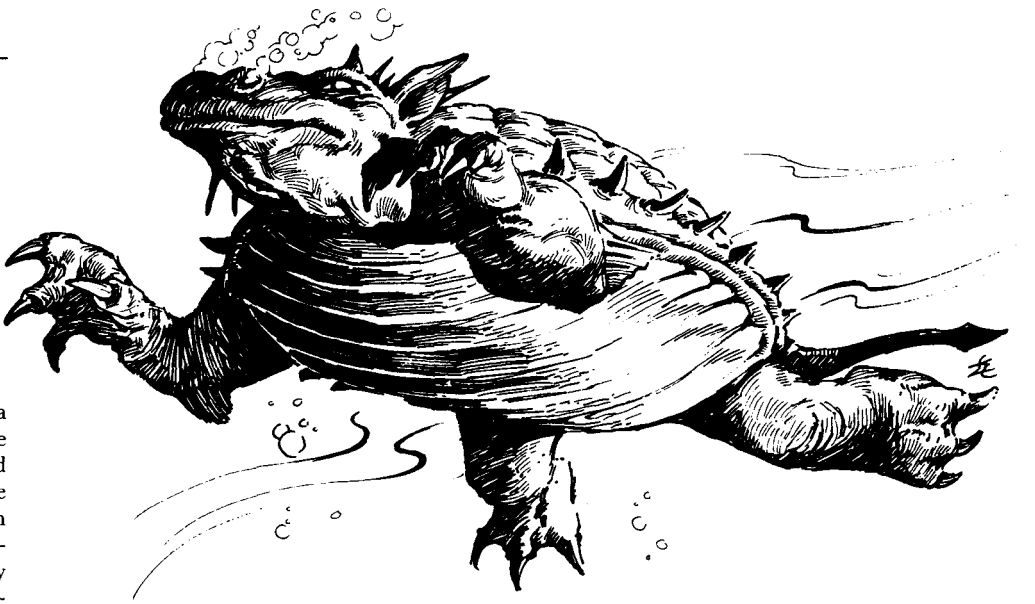
Armor Class:	-2
Hit Dice:	30*
Move:	30′(10′)
Swimming:	90′(30′)
Attacks:	2 claws/1 bite
Damage:	1-8 claw/10-60 bite
No. Appearing:	0 (1)
Save As:	Fighter: 15
Morale:	10
Treasure Type:	H
Alignment:	Chaotic
XP Value:	9,000

Dragon Turtles are a magic crossbreed of a dragon and a giant turtle. They have the head, limbs, and tail of a great dragon and the hard shell of a turtle. These creatures live in the depths of great oceans and seas, seldom surfacing or approaching land. Dragon turtles are so large that sailors have mistakenly landed on ones floating on the surface, thinking the hard shell to be a small island.

The dragon turtle is able to use a breath weapon just like a dragon. It can breathe a cloud of steam 50′ long and 40′ wide. This breath weapon does damage like a dragon, inflicting hit points of damage equal to the current hit points of the dragon turtle.

Dragon turtles live in great caverns on the bottom of the the deepest oceans, where they keep the treasures of sunken ships. On occasion, they will rise under ships, attempting to overturn them and devour the occupants.

Note: Dragon turtles are extremely powerful creatures that should not be used unless the player characters are of very high level.



Drolem*

Armor Class:	-3
Hit Dice:	20*****
Move:	120′ (40′)
Flying:	240′ (80′)
Attacks:	2 claws/1 bite
Damage:	2-12/2-12/11-30
No. Appearing:	1 (1)
Save As:	Fighter: 10 (and see below)
Morale:	12
Treasure Type:	Special (see below)
Alignment:	Neutral
XP Value:	7,750

A drolem is a type of golem which looks like a dragon. It is not alive, but a construction made by a high level magic-user or cleric. A special book and several rare materials are needed to make a drolem, so the monster is extremely rare, made and used only to guard a special item or area. The finished drolem may look exactly like another normal dragon, or may simply be a dragon skeleton.

A drolem is non-intelligent, and obeys its instructions exactly. It can see invisible things within 60′, and is immune to *charm, hold, sleep,* and all other mind-affecting spells, all forms of fire and cold, and all gases. It is also immune to all spells of 4th level or less, to normal and silver weapons, and even magical weapons of +2 or lesser enchantment.

The drolem's claws inflict 2-12 points of damage each, and its huge jaws cause 11-30 (1d20+10) points of damage. A drolem can also breathe 3 times per day. Its breath is a small poisonous cloud, 20′×20′×20′; all within it must make a Saving Throw vs. Dragon Breath or die.

Druj: A form of Undead; see *Spirit*.

Gargantua

	Carrion Crawler	*Gargoyle**	*Troll*
Armor Class:	3	1	4
Hit Dice:	25*	32*	51**
Move:	240′ (80′)	180′ (60′)	240′ (80′)
Flying:	—	300′ (100′)	—
Attacks:	8	4	3
Damage:	2-5 each + Paralysis	4-12/4-12/ 4-24/4-16	4-24/4-24/ 4-40
No. Appearing:	1 (1)	1 (1)	1 (1)
Save As:	Fighter: 13	Fighter: 32	Fighter: 36
Morale:	11	11	11 (9)
Treasure Type:	Bx4	Cx4	Dx4
Alignment:	Neutral	Chaotic	Chaotic
XP Value:	6,500	10,000	29,000

A *gargantua* is a very large variety of some normal monster. These monsters are extremely rare, the products of research of the mad wizard Gargantua. Monsters rumored to have gargantuan forms include various bugs (ant, bee, beetle, centipede, robber fly, scorpion, spider), carrion crawler, cockatrice, gargoyle, hydra, lizard man, minotaur, ogre, troll, and umber hulk. Three examples of Gargantuan creatures are given above.

Because of their incredible size, gargantuans are noisy while moving, and cannot surprise anything. They also suffer a -4 penalty to their Hit rolls when attacking man-size or smaller opponents.

The statistics for any gargantuan monster are calculated as follows:

Height: 2 times normal

Hit Dice: 8 times normal, counting each "plus" as one Hit Die added

Movement rate: 2 times normal

Damage: 4 times normal

Number Appearing: 1 (except near the Tower of Gargantua)

Save As: Fighter of equal level, 1/2 level if the monster is unintelligent

Morale: 11

Treasure Type: 4 times normal size, at 2 times normal percentages

Armor Class, Alignment, Number and type of Attacks, and normal and magical abilities are unchanged, *except* for regeneration (4 times normal rate). Other logical changes can be made; for example, the gargantuan carrion crawler's tentacles are large enough to inflict damage.

Gargantuan monsters with special abilities (spells, breath weapons, etc.) are not recommended. Breath weapons, for example, would be increased in both size and damage— too-deadly an effect.

Gremlin

Armor Class:	7
Hit Dice:	1**
Move:	120′ (40′)
Attacks:	Special
Damage:	Special
No. Appearing:	1-6 (1-6)
Save As:	Elf: 1
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic

Gremlins are 3′ tall humanoids with pasty gray-green skin, large saucer-shaped eyes and pointed ears. They are whimsical and have an evil sense of humor. Gremlins can radiate a chaotic aura with a 20′ radius. Inside the area of effect, "If anything can go wrong in a given situation, it probably will." Characters must successfully save vs. Spells each round to avoid the effect of the gremlins.

Gremlins have no attack other than their chaotic aura. However, any creature which attacks a gremlin and misses must roll a second attack against himself or herself. Any character casting a spell within the chaotic aura must roll a save vs. Spells. If successful, the spell affects the gremlins, if unsuccessful, the spell affects the caster.

Gremlin magic usually affects mechanical devices before non-mechanical devices. A crossbow might break in half, belt buckles might pop-open, ax-heads might fall off their shaft, etc. The exact effects of gremlin magic depend on the situation and the DM's imagination. In general, the magic is not deadly but is playfully malignant.

Ghost: A form of Undead; see *Haunt*.

Haunt**

	Banshee	*Ghost*	*Poltergeist*
Armor Class:	-3	-2	-1
Hit Dice:	13****	14****	12****
Move (Flying):	60′ (20′)	90′ (30′)	60′ (20′)
Attacks:	1 touch/1 gaze	1 touch/1 gaze	2 missiles
Damage:	Age 10-40 years paralysis	Age 10-40 yrs/ paralysis	Age 10 years plus see below
No. Appearing:	1 (1)	1 (1)	1-4 (0)
Save As:	See below	See below	See below
Morale:	9	10	11
Treasure Type:	E, N, O	E, N, O	E, N, O
Alignment:	Chaotic	Any	Chaotic
XP Value:	5,150	5,150	4,300

A haunt is an undead soul of some creature (usually human) unable to rest. Haunts are most often encountered near the spots where their mortal bodies died—often a bog, old forest, or dungeon. They avoid, but are not harmed by, sunlight and magical light.

Haunts can only be harmed by magic weapons of +2 or greater enchantment. They are immune to all spells except those which affect evil. Each haunt has its own special attack form, given in the descriptions.

Haunts do not inflict normal damage; they cause aging with their physical blows. Each haunt can create an Ectoplasmic Net while doing other things, and all haunts can use a Gaze attack as well as its special or physical attacks. If seriously threatened (or if Morale fails), a haunt will escape into the Ethereal Plane and not return for 1-8 days. A haunt can only enter the Ether three times per day, but can leave it at any time.

DM Checklist:

Attacks: Ectoplasmic Net; Gaze (paralysis); Aging damage per blow.

Defenses: Immune to all spells except those affecting evil; harmed only by +2 or better weapons; Saving Throw vs. Turning destruction (spells).

Net: When first encountered, a haunt will normally start oozing Ectoplasm. This appears as wispy tendrils, slowly forming a net. The Net has no effect on the movement of the haunt or others, however, and is only a visual effect for 3 rounds; but after that time, the Net is complete, forming a 10′ radius around the haunt and moving with it. Any living creature within a complete Ectoplasmic Net must make a Saving Throw vs. Spells or be pulled into the Ethereal Plane (where the net also exists). The ethereal victim is helpless unless special items or spells (*oil of etherealness, teleport*, etc.) permit travel from that Plane. The haunt will attack its ethereal victims when it returns to the Ether.

Gaze: A haunt's gaze attack has a 60′ range, and may be used once per round (against a single victim) at most, in addition to other attack forms. The victim of the gaze must make a Saving Throw vs. Spells or be paralyzed for 2-8 rounds. A haunt often ignores its paralyzed victims, concentrating its attacks on other enemies nearby, until only helpless ones remain.

Aging damage: Each blow from a haunt ages the victim by 10 to 40 years. Elves may ignore the effects of the first 200 years of aging; dwarves may ignore the first 50 years, and halflings, the first 20 years. Otherwise, each 10 years of aging will cause the victim to lose 1 point of Constitution. This loss is permanent and cumulative (each additional 10 years drains another point). A *wish* will restore only one point lost in this manner, and less powerful magic cannot affect the loss. All aging should be noted on record sheets, as it does not wear off; it can be countered with a *potion of longevity* or a *wish*. If a victim's Constitution drops to 0, the victim dies permanently, and cannot be *raised*.

Turning: When a cleric's attempt at Turning a haunt gives a "D" result, the creature may make a Saving Throw vs. Spells to avoid destruction. If the Saving Throw is successful, the monster is not Turned or Destroyed, although the cleric can repeat the attempt. Other Turning results are handled normally.

Each haunt keeps the treasure of its victims in some area near the place where it is encountered. Victims of haunts do not become haunts themselves unless they are extremely evil beings.

Banshee: This lonely haunt prefers desolate moors and outdoor places, though it is occasionally found underground. It is a guardian of sorts, and may actually help one race in its area (often sprites or pixies) by frightening and chasing enemies away. It is rumored that a banshee is the soul of an evil female elf, atoning for its misdeeds in life.

A banshee can use its special attack, a wail, three times per day. All victims within 60′ must make a Saving Throw vs. Death Ray or die on the spot. The creature often uses one wail at an out-of-range distance to ward off approaching enemies; an immediate Morale check must be made for NPCs and monsters hearing it, with a +4 penalty to the roll. The banshee may be tricked into wailing again (if the opponents are very clever), but will not use its third wail until it is in the midst of combat. If avoided, a banshee won't pursue.

Ghost: Of all the more powerful Undead, only a ghost may be of any alignment. Each form is explained below.

Every ghost has the ability to use a *magic jar* effect (Expert Set, page 15; range 30′) on one victim per turn. If successful, one item carried by the ghost will glow, powered by the life force of its victim. The ghost's force then possesses the body of the victim, and causes it to attack others. During this time, and for as long as it possesses another, the ghost's figure stops, merely holding the light (but oozing the Ectoplasmic Net). The ghost and the item both remain ethereal. If its *magic jar* attempt fails, a ghost usually materializes and attacks with blows or its gaze attack.

Some ghosts appear in forms related to their death. A drowned human might appear soaked in water, soaking all things around it; the ghost of a person who died of fire might appear cloaked in ethereal flames. The DM may add details of this sort whenever desired.

A **Lawful** ghost appears as a transparent human, usually carrying a lantern or candle. If attacked, it can respond with the same attacks as any other ghost. If approached with caution, the ghost will gesture. If followed, it will lead to a special clue or treasure, and then disappear. Some Lawful ghosts exist only to guide Lawful living beings away from some area of great danger.

A **Neutral** ghost is a human soul who has become trapped, unable to rest, either because the body remains unburied, or because the being was greatly betrayed, harmed, or cursed. If this type of ghost is aided, and the body found and returned to a churchyard, the ghost will rest in peace. When aided, the ghost usually reveals its treasure hoard.

A **Chaotic** ghost looks like a nearly transparent bundle of cloth. It may assume any form desired, even (but rarely) that of a Lawful or Neutral ghost. Whatever the form, the creature will always have a dark candle, torch, or lantern with it. When first encountered, a Chaotic ghost uses its *magic jar* spell immediately unless it is masquerading as one of the other types.

Poltergeist: This strange being is completely invisible, having the form of a cluster of ectoplasmic tentacles with dozens of tiny eyes. It cannot be seen except by magic. Its Ectoplasmic Net is usually the first thing seen. Its gaze attack will only affect creatures able to see invisible things.

A poltergeist throws and moves things with its tentacles. It is usually found in an area where loose items (sticks, rocks, etc.) can be easily picked up and used; otherwise, the poltergeist will move items carried by the intruders. The monster can throw 2 items per round; the damage done varies by the size of the item, from as little as 1 point (for a small stick) to 3-18 points (a large rock). In addition, any victim hit must make a Saving Throw vs. Spells or age 10 years; this Saving Throw must be made for every hit.

Unlike other haunts, poltergeists inhabit only indoor or underground areas, and may be found in groups.

Golem, Mud

Armor Class:	9
Hit Dice:	8*
Move:	90′ (30′)
Attacks:	1 hug
Damage:	2-12 + smothering
No. Appearing:	1 (1)
Save As:	Fighter: 8
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	1,200

A mud golem is a humanoid monster magically created form mud. It can swim or walk on the surface of mud and quicksand without sinking. It can remain submerged in the substances indefinitely without sinking, rising to the surface when it wishes. Mud golems hug their victims with both arms, trying to smother the victim in its body. If a mud golem hits, it will automatically cause 2-12 points of smothering damage each round thereafter. Like other golems, mud golems can be hit only by magical weapons. They are immune to *sleep, charm*, and *hold* spells, as well as all forms of gases.

Golem, Obsidian*

Armor Class:	3
Hit Dice:	6
Move:	120′ (40′)
Attacks:	1 weapon or 1 fist
Damage:	2-8
No. Appearing:	1
Save As:	Fighter: 3
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral

Golems made of obsidian will appear as sharp-featured humanoids carved of this black glass. The obsidian golems have only a low intelligence, but they have the power of speech, and may be controlled by simple commands, passwords, or riddles. In combat, an obsidian golem reduced to 0 hit points will shatter into worthless rubble. As with all golems, these creatures are immune to sleep, charm, and hold spells, as well as all forms of gases.

Grab Grass

Armor Class:	9
Hit Dice:	1 per 5′ square
Move:	0
Attacks:	1
Damage:	Special
No. Appearing:	Not Applicable
Save As:	Normal Man
Morale:	12
Treasure Type:	Nil
Alignment:	Neutral
XP Value:	10

Grab grass looks like ordinary tall grass (3′-5′ tall). Grab grass is animated and will attempt to hold any individual that moves into or through it. There is a 5% chance each round that anyone with a strength of 12 or less can break free of the grab grass. For every point of strength greater than 12, the chance increases by 5% (an individual with 16 strength, for example, would have a 25% chance each round to break free). The grab grass patch has one hit die for every 5′ square area (thus 5′ square are destroyed for every 8 hit points of damage done to the grass).

Malfera*

Armor Class:	3
Hit Dice:	9**
Move:	60′ (20′)
Attacks:	2 claws, bite + special
Damage:	1-10/1-10/1-6
No. Appearing:	1 (1-2)
Save As: Fighter: 13	
Morale:	11
Treasure Type:	E
Alignment:	Chaotic
XP Value:	2300

A malfera is a creature from the Dimension of Nightmares. It has a large, elephant-like face and a short trunk. The head is topped by large horns. Large fangs protrude from either side of the trunk. The chest is a mass of slimy, short tentacles. Long, muscular arms end in large, jagged pincers. Its feet are webbed and clawed. It is colored night-black but has red veins and eyes.

In combat, a malfera attacks with pincers and bite. If both pincers hit the same target, the victim is dragged to the chest of the malfera on the next round. The tentacles then automatically trap the victim. These tentacles are coated with an acid slime and do 2-12 points of damage each round. The victim may be freed only when the malfera is killed. In addition, the breath of a malfera is poisonous: each time it hits with a bite, its victim must save vs. Poison (at +3) or die. A malfera is immune to acid and may only be struck by magical weapons.

Aside from its combat abilities, a malfera can detect invisible and open all doors as if it had a knock spell. Because of its tough constitution and highly magical nature, it saves as a 13th level fighter.

A malfera may appear on this dimension only through the act of a powerful magic-user. No one can describe the malfera's dimension, except that it is poisonous and deadly to humans.

Manscorpion

Armor Class:	1
Hit Dice:	8**
Move:	240′ (80′)
Attacks:	1 weapon/1 tail
Damage:	3-18/1-10+poison
No. Appearing:	1-8 (2-20)
Save As:	Fighter: 8
Morale:	10
Treasure Type:	(V) J, K, Mx2
Alignment:	Chaotic
XP Value:	1,200

XP with spells, by HD:

8***	2,300	11****	4,300
9***	3,000	12*****	5,100
10****	3,700	13*****	6,500

The manscorpion is an evil combination of man and arachnid. The upper body is humanoid, but its lower parts are those of a giant scorpion (with stinging tail). It may be found in nearly any climate, but most frequently in deserts, mountains, and dungeons.

This insect warrior normally wields a huge pole arm (damage 3-18), but may use a longbow or any other weapon available. It may also strike with its dreaded deadly poisonous tail; the victim hit takes 1-10 points of damage, and must make a Saving Throw vs. Poison or die. Even if the Saving Throw is made, the victim is paralyzed for 0-7 rounds (1d8-1). Only victims immune to paralysis or poison can avoid this effect.

Some (1 in 20) of the insectoid creatures are clerics, of 8th-13th level (with the corresponding added Hit Dice). However, these are normally found only in their lair.

Manta Ray

	Normal	*Giant*
Armor Class:	6	6
Hit Dice:	4*	10*
Move:	120′ (40′)	180′ (60′)
Attacks:	1 tail	1 buffet/1 tail
Damage:	1-8 + paralysis	3-12/2-20 + paralysis
No. Appearing:	1-3	1
Save As:	Fighter: 2	Fighter: 5
Morale:	7	7
Treasure Type:	Nil	V
Alignment:	Neutral	Neutral
XP Value:	125	1600

Normal Manta Rays can grow to be 7 feet in width and 12 feet in length. The tail on the manta ray has many sharp poisonous spines that can paralyze its victim. A saving throw vs. Poison will prevent paralysis. When they lie in the sand on the ocean floor they are completely invisible.

Giant manta rays can be up to 75 feet long. A giant manta ray is also invisible when it lies in sand on the ocean floor. Treasure may often be found inside the creature, because it feeds on the ocean floor. It can buffet a creature for 3-12 points of damage.

Mujina

Armor Class:	4
Hit Dice:	8*
Move:	120′ (40′)
Attacks:	2 weapon + special
Damage	1-6 or by weapon
No. Appearing:	1-4 (1-4)
Save As:	Fighter: 8
Morale:	9
Treasure Type:	E
Alignment:	Chaotic
XP Value:	1750

A mujina, in its natural form, looks like a human except that it has no face. Where the eyes, nose, ears and mouth should be is nothing—the face is smooth like an egg. However, the mujina may create an illusion to give its face any appearance it wants. It most often poses as a typical human until it decides to attack.

A mujina is very strong and can handle any two-handed weapon (other than a lance, pole arm, or crossbow) in one hand. In combat it uses two weapons, one in each hand. It has the same chance to hit with either weapon. A mujina can also cause its true face to appear at will. Any creature of five hit dice (levels) or less who sees the blank face automatically runs in fear for 1-3 rounds, at three times normal movement rate. Creatures who have more than five hit dice (or levels) must save vs. Wands or also flee as explained above.

A mujina often joins a party of adventurers as a retainer fighter. It may serve faithfully for a long period, not revealing its true identity. However, if given the opportunity, it robs the players of as much as possible and then flees. Mujina can speak Common, the language of their kind, and their alignment tongue.

Odic: A form of Undead; see *Spirit*.

Phantom

	Apparition	*Shade*	*Vision*
Armor Class:	0	0	0
Hit Dice:	10***	11***	12***
Move:	180′ (60′)	120′ (40′)	0 (see below)
Attacks:	2 claws	1 dagger	2-8 swords
Damage:	3-8/3-8	3-12	1-8 each (see below)
No. Appearing:	1 (1)	1 (0)	1 (1)
Save As:	Magic-user: 10	11	Cleric: 12
Morale:	10	9	12
Treasure Type:	(L) N, O	(L, N, V)	L, N, O
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	3,000	3,500	3,500

DM Checklist:
Attacks: Sight = fear; Special for each
Defenses: Ethereal at first; Saving Throw vs. Turning (spells); magic weapon to hit

Phantoms are undead beings which lurk nearly anywhere. They avoid sunlight, but are not bothered by magical light sources. They are immune to all *charms* and cold spells, and can only be damaged by magic weapons.

Ethereal form: When first encountered, a phantom is always in non-material form, and (though it can be Turned) cannot be damaged at all from the Prime Plane. Each phantom has a special attack form, given in the description, which it normally uses immediately. The phantom then materializes for physical combat, becoming AC 0.

Fear: Everyone seeing a phantom (within 120′) must make a Saving Throw vs. Spells or run away in fear. Creatures of 3 Hit Dice or less are automatically affected (no Saving Throw) and will utterly refuse to return to the area in which the phantom was seen. Other creatures are unaffected if the Saving Throw is successful.

Turning: All phantoms are resistant to Turning by clerics. "D" results are handled normally, but if a "T" result occurs, the phantom may make a Saving Throw vs. Spells; if successful, the Turn effect is reflected back onto the cleric, who must also make a Saving Throw vs. Spells or be paralyzed with fear for 2-12 rounds.

Each phantom keeps the treasure of its victims. The apparition and shade keep their treasures in some area near where they are encountered, but a vision's treasure will appear in the area if the vision is destroyed.

Apparition: This is a single humanoid creature, appearing much like a wight but semi-transparent. It is always seen standing in a clear area when first encountered, and never uses any weapons. An apparition's first attack is the creation of a swirling semi-transparent mist, 10′ high with a 20′ radius. All within the mist must make a Saving Throw vs. Spells or be *entranced,* unable to do anything but watch the mist until it disappears. Those remaining within the swirling mist must make the Saving Throw each round. The mist lasts for 12 rounds, or until the creature is destroyed or Turned. When the entrancing effect wears off, a victim need not make any further Saving Throws against the mist. The mist will move with the creature.

After *entrancing* at least one victim, the apparition materializes and rakes the victim with both bony claws (+4 bonus to Hit rolls, damage 1d6+2 per claw). An apparition rarely attacks moving victims, trying to slay at least one victim per encounter.

Any human or demi-human slain by an apparition will become one in one week; the only way to avoid this fate is to cast a *dispel evil* spell on the body before casting a *raise dead* (all within the week's time). If a *raise dead* is cast without the *dispel evil*, the character will revive, apparently none the worse for the experience —but will begin to fade a week later, turning into an apparition.

Shade: Similar to an apparition, this creature looks like a single humanoid, but always carries a dagger. It surprises its victims 90% of the time, normally moving through a wall or door when first encountered. It moves quickly toward one target, threatening with its weapon; the victim must make a Saving Throw vs. Death Ray or immediately fall dead in horror.

After this initial attack, the shade materializes and viciously slashes any nearby victims with its dagger. If seriously endangered or if Morale fails, it will dematerialize and flee. Unlike other phantoms, a shade always inhabits indoor or underground areas.

Vision: Quite different from other phantoms, a vision always inhabits a specific area of no greater than 500 square feet. The vision is of 2-8 humanoids, rather than a single one, and most have weapons and armor of various types. A vision often looks like the remains of a fierce battle with no survivors. The vision is actually a collection of lost souls.

When first encountered, all the souls start to cry and howl. All within 90′ hearing the noise must make a Saving Throw vs. Spells. All those failing the Saving Throw are filled with sorrow and sympathy for the souls in the vision; they will believe all action is hopeless, and sit down and cry for the lost souls for 11-20 rounds (1d10+10). Those within range must continue to make one Saving Throw each round.

After crying out for 1-3 rounds, the creatures in the vision start to rise (materializing) and attack, continuing their awful wailing. No single individual has any hit points; the vision as a whole has 12 Hit Dice, and all damage inflicted on all individuals is counted against that total. The vision attacks once per individual phantom within it, each individual attacking as a 12 HD monster and inflicting 1-8 points of damage per hit. (Each is typically armed with a normal sword; the DM may equip the phantoms otherwise, using the appropriate damage by weapon type. However, no magic weapons or other magic items will be used.) Within their restricted area, phantoms of a vision move at 40′ per round.

If a vision is successfully Turned, it disappears for 1-6 hours before returning; it cannot move away from the given location. All individual phantoms in a vision are confined within the area, and cannot pursue or evade.

Poltergeist: A form of Undead; see *Haunt.*

Revenant: A form of Undead; see *Spirit.*

Rock or Cave Toad

Armor Class:	2
Hit Dice:	3+1*
Move:	60′ (20′)
Attacks:	1 bite + special
Damage:	1-6 charm
No. Appearing:	1-4 (1-4)
Save As: Fighter:	3
Morale:	7
Treasure Type:	V
Alignment:	Neutral
XP Value:	75

About the size of a large dog, the rock or cave toad weighs 150 pounds. It carries a hard, bumpy shell on its back (like a turtle). On its head, it has bulging, multi-faceted eyes similar to a fly's. The eyes shine with a hypnotic glow. Any creature gazing into the eyes must save vs. Paralysis, or be paralyzed for 2-8(2d4) rounds. The eyes will continue to cast a feeble light (5′ radius) for 1-3 hours after the creature dies, but the hypnotic powers will be lost. When attacking, it bites with a horny, beaked mouth. The rock toad lives in rocky, cold regions such as high mountains or frozen deserts.

Shade: A form of Undead; see *Phantom.*

Shark

	Bull	Mako	Great White
Armor Class:	4	4	4
Hit Dice:	2*	4	8
8 Move:	180′ (60′)	180′ (60′)	180′ (60′)
Attacks:	1 bite	1 bite	1 bite
Damage:	2-8	2-12	2-20
No. Appearing:	0 (3-18)	0 (2-12)	0 (1-4)
Save As: Fighter:	1	2	4
Morale:	7	7	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Neutral	Neutral
XP Value:	25	75	650

Sharks are vicious predators. They have little intelligence and are unpredictable. They are attracted to the scent of blood within 300′ and it will drive them into a feeding frenzy (they attack but make no morale checks). They attack by making long, curving passes. Sharks are found in salt water.

Bull Shark: These are 8′ long and brown in color. Bull sharks will ram their prey first (save vs. paralysis lasting 3 rounds) to stun it, and then attack the helpless prey the next round.

Mako shark: These are 12′ long and blue-gray or tan in color. Mako sharks are extremely unpredictable, ignoring swimmers one moment, and then, for no apparent reason, attacking.

Great white shark: These are 30′ long or larger and gray with a white underside. They have been known to destroy small boats.

Wereshark: These are mermen, or tritons inflicted with a form of lycanthropy which enables them to take the form of a mako shark anytime they choose so long as it is in darkness. When the moon is full they must change into a shark and will maraude the seas. Under this forced change they lose their intelligence and become bloodthirsty killers. The only difference between a wereshark and a mako shark is that weresharks are intelligent and only magic or silver weapons will harm a wereshark.

Weresharks have treasure type C in their lair. They save as a 4th level fighter and have an XP value of 125.

Snow Ape

Armor Class:	6
Hit Dice:	3 + 1
Move:	90′ (30′)
Attacks:	1 club/1 hug
Damage:	1-6/2-12
No. Appearing:	0 (2-20)
Save As: Fighter:	3
Morale:	7 (11)
Treasure Type:	K
Alignment:	Chaotic
XP Value:	50

Snow apes are squat, baboon-like creatures with shaggy white fur. They are somewhat intelligent, and often make simple tools, like clubs or sharpened bones. They cannot, however, grasp more complicated concepts, such as the use of a bow and arrow. Because of their camouflage, they are extremely difficult to see in snowy conditions (surprising on a 1-4). The snow ape uses one arm to attack with a weapon and attempts to hug its victim with the other. Because the snow ape is so strong, any creature caught in its hug takes 2-12 points damage each round until freed. The ape will maintain its hug until it is slain or its morale breaks.

Although generally reclusive, the snow ape is clever and cruel, preferring to ambush its victims whenever possible. If trapped or cornered, the snow ape fights viciously (use the morale in parentheses in this case). Although they cannot make intelligible sounds, snow apes communicate with each other using a complex sign language. In addition, snow apes often leave messages for each other using a system of stacked rocks and snowballs. They live in high mountains and snowy wastes.

Spectral Hound*

Armor Class:	-2
Hit Dice:	5**
Move:	150′ (50′)
Attacks:	1
Damage:	2-12 + special
No. Appearing:	1-6 (1-6)
Save As: Fighter:	5
Morale:	12
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	425

Spectral hounds are creatures from the Dimensional Vortex—the void between all dimensions. In this world they appear as ghostly dogs—pale in color and translucent. Their eyes are formless pools of utter blackness. They are excellent trackers and once on the trail of a creature, they follow it for days.

In combat, a spectral hound attacks by biting. Any one bitten by a spectral hound must save vs. Spells. If he saves, the character suffers only the 2-12 points of damage from the bite. if he fails to save, he begins to fade. This fading is very gradual: in 24 hours the character has faded completely, having the same translucent appearance as a spectral hound. The character's equipment is not affected. When the character fades completely, he is unable to hold any normal items. He is unable to hear or talk to unfaded players. From the faded character's point of view, all normal things appear translucent, while faded things (i.e. the spectral hounds and other affected characters) seem solid and normal.

At any time after someone has been affected, he may be restored to the normal world by a dimension door spell. When the spell is cast, the affected character or characters can step through the dimension door and return to the normal world.

Spectral hounds may be struck only by silver or magic weapons. They are immune to fire- and cold-based spells.

Spirit

	Druj	Odic	Revenant
Armor Class:	-4	-4	-3
Hit Dice:	14****	16****	18****
Move:	90′ (30′)	0 (see below)	120′ (40′)
Attacks:	1 or 4	1 (see below)	2 claws/1 bite
Damage:	See below (all + poison)	1-12 + poison (see below)	2-8/2-8/3-6 (all + poison)
No. Appearing:	1 (1) or 2-5	0 (1)	1 (1)
Save As:	Fighter: 14	Fighter: 16	Fighter: 18
Morale:	11	12	10
Treasure Type:	I, O, V	I, O, V	I, O, V
Alignment:	Chaotic	Chaotic	Chaotic
XP Value:	5,150	5,150	6,600

DM Checklist:
Attacks: Poison touch and presence; cleric spells; other specials
Defenses: +2 weapon or better to hit; immune to 1st-3rd level spells

Spirits are powerful evil beings inhabiting the bodies (or body parts) of others. They are immune to spells below 4th level, and cannot be harmed by normal weapons or magic weapons of less than +2 enchantment. All spirits are travellers, never staying in one place for more than one night; they become invisible and nearly powerless (except to move) with the light of dawn, regaining their powers at dusk. In daylight, any spirit can travel up to 24 miles per day (1 hex).

All spirits are poisonous. When hit by a spirit in hand-to-hand combat, the victim must make a Saving Throw vs. Poison or die immediately. A new Saving Throw must be made for each hit by the spirit.

The poisonous presence of a spirit causes all consumable items within 30′, including normal food and water, holy water, all rations (even iron) and even magical potions to become spoiled and useless (but not poisoned), with no Saving Throw allowed. Even living plants and small insects within this area are paralyzed, dying if the spirit remains there more than an hour. This effect negates all forms of plant control, insect swarms and plagues, both normal and magical.

All spirits can sense invisible things, and can attack them without penalty. All spirits can once per round, at will, create the following cleric spell effects: *darkness, silence 15′ radius, cause disease, animate dead, finger of death* (all as if cast by a 16th level cleric). A spirit will often pause to *animate* the body of a fallen victim, creating and controlling it as a zombie to fight for it and add to the chaos. (Attempts at Turning such zombies are made as if Turning the Spirit itself!) All of these spell-like abilities require concentration, as do normal spells, so while using an ability, a spirit cannot attack physically. Unlike normal cleric spells, no words or gestures are needed.

A spirit normally has no treasure, though it may occasionally serve as a guard for some special item. Those characters who risk travel at night may encounter a spirit with 1-6 of its victims, who may carry treasure.

Druj: Druj appear as body parts, floating or crawling about in a horrible way. A druj is usually encountered in the form of a hand, eye, or skull. Druj are very intelligent and strongly evil, far more dangerous than they may seem.

A druj can split its essence, creating four (identical) forms instead of one. This can be performed only once per night. Each of the forms can attack separately, but only one of the forms is able to cast spells (as given above). The form using the spells can often be distinguished, as it will hover nearby while the other forms attack. If that form is slain, one of the surviving forms immediately gains all unused spellcasting abilities. All four forms are poisonous.

If turned by a cleric, the parts of a druj Turned are forced to reunite into one creature, remaining united for 2-5 rounds. Further success at Turning is handled normally.

Druj are always encountered singly unless commanded into service by a Lich or more powerful member of the Sphere of Death. In such cases, two druj eyes may rest within a druj skull, accompanied by two druj hands; no more than these 5 druj can ever gather in one place.

Eye: An eye druj darts about, trying to touch (poison) its opponent; a touch does not inflict any damage other than poisoning. Each eye druj can also gaze at one victim per round (30′ range), in addition to its physical attack. The victim must make a Saving Throw vs. Paralysis or be paralyzed for 1-4 turns. The eye druj may touch a paralyzed victim automatically.

Hand: A hand druj inflicts 1-4 points of damage when it hits, and thereafter holds onto its victim, causing automatic damage each round thereafter. The damage caused is equal to the AC of the victim, ignoring dexterity and shield bonuses, plus 1-4 points. If the adjusted Armor Class is a negative number, 1-4 points of damage will still be inflicted each round.

Skull: A skull druj floats toward and bites its victim. When first approached, the victim must make a Saving Throw vs. Spells or be frozen with fear, allowing the skull druj to bite (no Hit roll needed) for 2-8 points of damage. The normal Saving Throw vs. Poison applies to each bite.

Odic: This evil spirit travels up to 24 miles each day, settling into a plant by night. It is dangerous even if avoided, as it animates parts of the plant to do its bidding. The plant can easily be seen at long range (up to 300 yards), as the odic radiates a purplish light in a 20′ radius. Any living being within this light must make a Saving Throw vs. Spells or lose 1 level because of Energy Drain (as if struck by a wight).

Once it has settled for the night, an odic cannot move from the spot until daybreak. While using its spells, it can attack by animating part of the plant. The longest branch or vine of the plant reaches out (usually to a 10-30′ range), attacking as a 16 Hit Dice monster and inflicting 1-12 points of damage per hit (in addition to its poison effects).

The plant is immediately killed when the odic possesses it. The creature uses the plant's parts to seek out other life to feed on. Most commonly, it animates individual leaves, which float away (movement rate 30′ per round) in search of victims; it can animate up to 6 such leaves at one time. The leaves may be sent up to 1 mile from the odic. Animated leaves normally gain surprise (90% chance). Each leaf attacks as if a 4 Hit Dice monster; no damage is inflicted, but each victim hit must make a Saving Throw vs. Spells or be *charmed*. A *charmed* victim is drawn toward the odic, and has a -4 penalty on the Saving Throw against the energy drain when entering the purple aura.

If the plant possessed has no detachable leaves, the odic may animate other portions (pine needles, flowers, etc.) in similar manner, as described above—up to 6 at once, each with a *charm* ability per touch.

Odics occasionally inhabit the bodies of plant-like monsters. The creature may make a Saving Throw vs. Spells to avoid the possession, but may die from the level draining and other abilities of the odic even if the Saving Throw is successful. The odic gains the abilities of any plant-like monster possessed. They may be used in addition to the normal

abilities of the odic.

Odics are always encountered singly.

Revenant: This horror appears to be a zombie, though it walks at a faster rate. It never carries weapons of any type. The revenant roams the night in search of victims, surprising them 50% of the time. It can leap once per turn to a 60′ range; when both surprising and leaping on a victim, its three attacks all hit automatically (no Hit rolls needed), causing normal damage and three separate Saving Throws vs. Poison.

Once per night, a revenant can *summon* 1-4 spectres to come to its aid. The spectres will arrive 3-6 rounds after being summoned, and will obey and fight for the revenant. They may be Turned as normal spectres.

Revenants are resistant to Turning attempts. If any "D" result is indicated, the revenant may make a Saving Throw vs. Spells; if successful, the attempt has no effect (but the cleric may repeat the attempt). A "Turn" result gives no Saving Throw, but the revenant will return in 1-4 turns.

Revenants are always encountered singly.

Undead

The types of Undead creatures found on land are *Ghoul, Skeleton, Wight*, and *Zombie* (Basic Set); *Mummy, Spectre, Vampire*, and *Wraith* (Expert Set); *Apparition, Druj, Ghost, Odic, Poltergeist, Revenant, Shade, Spirit*, and *Vision* (this set).

Undead creatures may also be found in the water. Undersea skeletons, zombies, ghouls, and wights are common, with the same descriptions as their land-bound forms plus swimming movement (usually 20′-50′ per round).

Vision: A form of Undead; see *Phantom*.

Weasel, Giant

Armor Class:	7
Hit Dice:	4 + 4
Move:	150′ (50′)
Attacks:	1 bite + special
Damage:	2-8
No. Appearing:	1-4 (1-6)
Save As:	Fighter: 3
Morale:	8
Treasure Type:	V
Alignment:	Neutral
XP Value:	125

A giant weasel is 8′-9′ long and covered with a richly colored fur of white, gold, or brown. These quick and vicious predators hunt singly or in groups. Once they bite, they will hold on and suck blood, doing 2-8 points of damage each round until their prey is dead or until they are killed.

Giant weasels have infravision to 30′ and can track parties by scent. They will pursue wounded prey in preference to all other. They live in tunnels underground, and their treasure will be found on the bodies of creatures they have slain and pulled to their lair to eat.

Whales

	Killer	Narwhal	Sperm
Armor Class:	6	7	6
Hit Dice:	6	12	36*
Move:	240′ (80′)	180′ (60′)	180′ (60′)
Attacks:	1 bite	1 horn	1 bite
Damage:	2-20	2-12	3-60
No. Appearing:	0 (1-6)	0 (1-4)	0 (1-3)
Save As: Fighter:	3	12	15
Morale:	10	8	7
Treasure Type:	Nil	Nil	Nil
Alignment:	Neutral	Lawful	Neutral
XP Value:	275	1,100	12,000

Killer whale: These are 25′ long and are found mainly in cold waters. They live by hunting other sea creatures. Creatures of halfling size or smaller will be swallowed whole if if the killer whale scores a 20 on its hit roll. Those swallowed take 1-6 points of damage per round and will drown in 10 rounds unless freed.

Narwhal: The narwhal is 15′ long, gray to white in color, and has an 8′ long spiral horn on its head (like that of a unicorn). It is an intelligent magical creature, very independent and secretive. It is rumored that their horns vibrate in the presence of evil. Their horns are worth from 1,000 to 6,000 gold pieces each for their ivory.

Sperm whale: This huge whale can grow to be 60′ long. It preys on the most feared denizens of the deep (such as the giant octopus and giant squid). Man-sized or smaller creatures will be swallowed whole on a die roll that is 4 or more than the score needed to hit. A swallowed creature will take 3-18 points of acid damage per round. Sperm whales will sometimes (10%) attack ships, attempting to ram. The whale does 6-36 hull points of damage in a successful ram.

Monster List, Part 2:

Other Planes

Aerial Servant to **Undine**

An elemental takes double, normal, or no damage from certain attack forms.

Type of Elemental	Double Damage from	Normal Damage from	Min. Damage from
Air	Earth	Air, Fire	Water
Earth	Fire	Earth, Water	Air
Fire	Water	Fire, Air	Earth
Water	Air	Water, Earth	Fire

See page 20 for notes on spell effects on Elemental Planes. When double damage is indicated, the elemental may make a Saving Throw vs. Spells to take normal damage.

Note: Most other-planar creatures do not have "normal" treasures, but may have the equivalent in the material of their Planes. For example, valuable gems on the Plane of Water may appear as bits of colored ice. When the Treasure Type given is "Special," the DM may use any Type desired, changing the treasures to match the Plane.

Aerial Servant* *(Haoou)*

Armor Class:	0
Hit Dice:	16**
Move:	240′ (80′)
Flying:	720′ (360′)
Attacks:	1
Damage:	8-32
No. Appearing:	1 (1-4)
Save As:	Fighter: 16
Morale:	9
Treasure Type:	Nil or Special
Alignment:	Chaotic
XP Value:	3,250

Aerial servants are beings native to the *Elemental Plane of Air*. They are only encountered on the Prime Plane when conjured by a cleric. On their home plane, they are known by a name which sounds like "haoou."

When summoned, an aerial servant will not fight, and can only be harmed by spells or magic weapons. It travels at super-speed, often surprising its prey (1-7 on 1d8). It can fly with up to 5,000 cn at normal speed, or 10,000 cn at 1/2 normal. The percentage chance of breaking free of the servant's grip is equal to the victim's Hit Dice.

On their home Plane, the haoou have their own evil empire, which reigns in places where there are few or no other creatures. Their enemies are the helions and the djinn. They fear earth-type creatures and attacks.

Amir: See *Efreeti, Greater.*

Basilisk

Basilisks are native to both the Prime Plane and their original home, the *Elemental Plane of Earth*. The details given in the Expert Set (page 46) apply to both Planes.

On the Plane of Earth, a basilisk is merely a lizard-like creature made of rock. Its 90′ gaze *slows* creatures made of earth (as the reverse of the magic-user spell *haste* for 1-6 rounds (no Saving Throw). The gaze can still petrify creatures not made of earth (Saving Throw applies). A basilisk can burrow through very dense rock at a 180′ (60′) rate. It usually avoids other life forms.

Cockatrice

Cockatrices are native to both the Prime Plane and their original home, the *Elemental Plane of Earth*. The details given in the Expert Set (page 47) always apply to cockatrices encountered on the Prime Plane.

On the Plane of Earth, a cockatrice is a one-foot long bird-like creature made of soft earth. It is nearly harmless, able to inflict only 1 point of damage with a beak attack. Its touch can still petrify a creature not made of earth (Saving Throw applies).

Elemental Plane Statistics: AC 6, HD 1+1, MV 240′ (80′), NA 1-20 (2-40), Save F1, ML 7, TT Special, AL N, XP 15.

Djinni, Lesser

The following additional information applies to djinn encountered on their own Plane, the *Elemental Plane of Air*. The details given in the Expert Set (page 48) always apply to djinn encountered on the Prime Plane.

A djinni is normally invisible, with a form like a shifting misty multi-colored cloud. It is immune to normal weapons, all 1st level spells, and to all attacks based on water. A djinni can *detect invisible* at will (120′ range).

Elemental Plane Statistics: AC 3, HD 7+1, MV 240′ (80′), #AT 1 strike or special, D 2-16 or special, NA 1-4 (1-100), Save F14, ML 9, TT Special, AL C, XP 1,025.*

Djinn are basically good-hearted, though their behavior is very Chaotic. Their benevolent empire is noted for its lack of laws. The air elementals and the djinn are generally at peace, though occasional quarrels and rare fights do occur. Their enemies are the haoou and the efreet, and they fear earth-type creatures and attacks.

Djinni, Greater* *(Pasha)*

Armor Class:	-2
Hit Dice:	15***
Move:	120′ (40′)
Flying:	360′ (120′)
Attacks:	2 fists or 1 whirlwind
Damage:	3-30/3-30 or 3-36 +special
No. Appearing:	1 (1)
Save As:	Magic-user: 30
Morale:	11
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	4,200

In the *Elemental Plane of Air*, the rulers of the djinn are known as pashas. They appear as very large normal djinn. A pasha cannot be affected by normal weapons, or even by weapons of less than +2 enchantment. They regenerate at the rate of 3 points per round.

A pasha can perform all the abilities of a normal djinni (Expert Set, page 48) as often as desired, up to once per round. It can also enter or leave the Ethereal Plane by concentrating for 1 full round.

Special powers usable once per day are grant another's *wish*, cast *cloudkill, water to gas*, or *weather control*.

A pasha's *whirlwind* is 120′ tall, 40′ diameter at the top, 10′ diameter at the base, and can move at 240′ (80′) rate. Unlike normal djinn, it can enter or leave whirlwind form in only 1 round. This form inflicts 3-36 points of damage to all in its path and slays any victim of less than 5 hit dice unless a Saving Throw vs. Death Ray is made. These nobles may fly with up to 20,000 cn of weight without tiring, or twice that if walking.

Pashas cannot be summoned by spells, and are influenced by very few magic items. They normally appear on the Prime Plane only in response to the cries of a mistreated djinni.

Efreeti, Lesser

The following additional details apply to efreet encountered on their own Plane, the *Elemental Plane of Fire*. The details given in the Expert Set (page 48) always apply to efreet encountered on the Prime Plane.

An efreeti is normally invisible, with a form like a shifting mass of flame. It is immune to normal weapons, all 1st level spells, and to all attacks based on earth. An efreeti can *detect invisible* at will (120′ range).

Elemental Plane Statistics: AC 1, HD 10, MV 240′ (80′), #AT 1 strike or special, D 2-16 or special, NA 1-4 (1-100), Save F15, ML 8, TT Special, AL C, XP 1,600.*

Efreet are irritable and often evil. The fire elementals and the efreet are generally at peace, though the efreet pick fights and have been at war with the elementals in the past. Their enemies are the helions and the djinn, and they fear water-type creatures and attacks.

Efreeti, Greater* *(Amir)*

Armor Class:	-2
Hit Dice:	20***
Move:	120′ (40′)
Flying:	360′ (120′)
Attacks:	2 fists
Damage:	3-30/3-30
No. Appearing:	1 (1)
Save As:	Magic-user: 36
Morale:	11
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	5,450

In the *Elemental Plane of Fire*, the rulers of the efreet are known as amirs (or ameers). They appear as very large normal efreet (15′-30′ tall). An amir cannot be affected by normal weapons, or even by weapons of less than +2 enchantment. Amirs also regenerate at the rate of 2 points per round.

An amir can perform all the abilities of a normal efreeti (Expert Set, page 48) as often as desired, once per round. It can also enter or leave the Ethereal Plane by concentrating for 1 full round.

Special powers usable once per day are grant another's *wish*, cast *fire ball, earth to flame*, or *explosive cloud* (all as if a 20th level magic-user).

An amir's *pillar of flame* ignites all flammable objects within 15′ and adds a bonus of 2-16 points to each fist attack. It can retain this shape without limit. These nobles may fly with up to 25,000 cn weight without tiring, or twice that if walking.

Amirs cannot be summoned by spells, and are affected by very few magic items. They normally appear on the Prime Plane only in response to the cries of a mistreated efreeti.

Elemental*

Armor Class:	5 or better (see below)	Save As:	Fighter of equal level
Hit Dice:	1* or more (see below)	Morale:	9
Move:	360′ (120′)	Treasure Type:	Variable
Attacks:	1	Alignment:	Neutral
Damage:	By size (see below)	XP Value by	
No. Appearing:	1-6 (1-100)	Hit Dice:	Variable

Hit Dice	Armor Class	Damage	Hit Dice	Armor Class	Damage
1-2	5	1-2	17-18	-3	3-30
3-4	4	1-4	19-20	-4	4-32
5-6	3	1-6	21-22	-5	5-40
7-8	2	1-8	23-24	-6	6-48
9-10	1	2-12	25-26	-7	7-56
11-12	0	2-16	27-28	-8	8-64
13-14	-1	2-20	29-30	-9	9-72
15-16	-2	3-24	31-32	-10	10-80

The statistics above apply only to elementals encountered on their own Planes of Existence. On the Prime Plane, their abilities are very limited (Expert Set, page 49). One asterisk (for XP calculation) applies *only* to elementals encountered on their own Planes.

Elementals are the dominant life forms on the Elemental Planes, and refer to themselves as "people." Size may range from 1 to 32 Hit Dice, and the rulers are much larger (50 Hit Dice at least, and possibly over 100.

Their system of rule is similar to that of human Dominions (though other features are not).

An elemental's normal form is a blob-like shape. It can create "arms" as needed, to a maximum of 1 per Hit Die, but can only attack with one blow per round. The elemental's material form is held together by its life force. The younger the elemental, the less material it can hold together. Thus, aging effects can change an elemental's size. Its normal life span is 30 to 35 Hit Dice.

Small elementals are created when a large elemental splits itself. When this occurs, the "parent" elemental divides into a number of parts equal to its Hit Dice; each new elemental has 1 Hit Die. This does not occur frequently, and the elementals are very secretive about the details of the process.

Elementals usually distrust creatures from the Prime Plane (-1 penalty to all Reaction Rolls). They can recognize such visitors by smell. However, when visitors appear in elemental form, they do appreciate the effort (+1 bonus to Reaction Rolls, instead of -1 penalty). In any event, they will not normally attack nor help visitors except in special circumstances. Though most are Neutral—Lawful (ruling) and Chaotic (renegade) elementals do exist. Some are even good or evil.

Elementals live in towns and cities on their own planets. Both the planets and the building materials are made entirely of pure elemental material, in solid, liquid, or gaseous form. In the universe of its own Plane, each elemental race occupies thousands of planets.

The elemental races are far older than humankind, and more civilized in many ways. They have art forms for all six senses.

Some elementals become clerics or magic-users in much the same ways as humans. However, an elemental must be an adult of 9 or more Hit Dice before this knowledge can be learned. Many of the spells of the elementals are entirely different, and some cannot be cast by humans except when in elemental form.

Gorgon

Gorgons are native to both the Prime Plane and their original home, the *Elemental Plane of Earth*. Most details given in the D&D Expert Set (page 51) apply to gorgons on both Planes.

Plane of Earth Statistics: HD 4, #AT 1 horn, D 1-4, NA 1-8 (3-36), Save F4, ML 5, TT Nil, AL N, XP 75.

On the Plane of Earth, a gorgon is a local herd animal, bred by the *horde* creatures and "milked" (though this fluid is bitter and oily, in human terms) or slain for food. Its breath can still petrify creatures not made of earth (Saving Throw applies).

Helion*

Armor Class:	1
Hit Dice:	9*
Move:	90′ (30′)
Flying:	240′ (80′)
Attacks:	1 grasp
Damage:	See below
No. Appearing:	1-4 (2-40)
Save As: Fighter:	9
Morale:	9
Treasure Type:	Special
Alignment:	Lawful
XP Value:	1,600

Helions are intelligent giant-sized creatures made of fire. They are native to the *Elemental Plane of Fire*, and are rarely encountered elsewhere. Helions are extremely good, and shun violence.

A helion appears as a 20′ diameter ring of flame. It is immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on earth.

A helion can *detect invisible* at will, and can use *detect magic, dispel magic, wall of fire*, and *earth to fire* 3 times per day. It can also control fire completely, changing it to solid, liquid, or gaseous form at will (Saving Throw applies for fire-type creatures).

A helion attacks by forming a ring around its opponent. If its Hit roll is successful, it wraps around the victim, who then cannot move. The helion may squeeze for 2-16 points of damage (per round), but rarely tries to damage opponents in this way, preferring to negotiate peaceful terms. It will, however, defend itself if attacked.

Helions are famous philosophers and negotiators. Their enemies are the efreet and the haoou, and they fear water-type creatures and attacks.

The Sun Brothers (see module X2) are distant relatives of helions who dwell on the Prime Plane.

Horde

Armor Class:	3
Hit Dice:	3* to 21*
Move:	150′ (50′)
Attacks:	1 bite or special
Damage:	Varies by Hit Dice
No. Appearing:	2-8 (10-1,000)
Save As:	See below
Morale:	12
Treasure Type:	Special
Alignment:	Lawful
XP Value:	Varies by Hit Dice

Hit Dice	Bite Damage	XP
3*	1-6	50
4*	1-6	125
5*	1-8	300
6*	1-8	500
7*	1-10	850
8*	1-10	1,200
9*	2-12	1,600
10*	2-12	1,600
11*-12*	2-16	1,900
13*-16*	3-18	2,300
17*-20*	4-24	3,150
21*	5-30	4,500

"The hordes"are life forms native to the *Elemental Plane of Earth*. Each single life force has hundreds of separate insect-like bodies. The size of the bodies ranges from 3 to 21 feet long; the length corresponds to the Hit Dice. Details on the individual bodies are given above.

One horde life force can control up to 10,000 Hit Dice of bodies. Replacement bodies can be created at the rate of 1 Hit Die per turn. Unlike insects, there is no "queen" body; the life force is widely spread, occupying all the bodies evenly. The life force can only control bodies within a volume 100 miles across; if taken outside that range, a body becomes a mindless thing, dying in 1-10 days. Each planet in the realm of the hordes is occupied by 1-100 life forces.

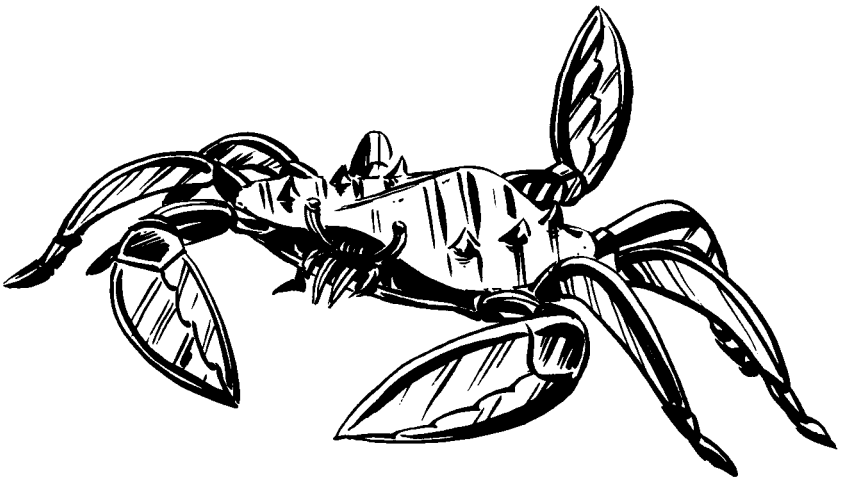
Each individual life force has its own name. All the bodies of a single life force will respond to the same name, and this can cause confusion in dealing with a horde creature. The creature itself can only die if *all* of its bodies are destroyed.

The horde creatures do not consider any other life forms to be intelligent. When more room is needed, a horde will simply try to take it, without regard for other creatures; thus, they are considered evil. The horde creatures often grapple with each other in this war for living space.

A horde creature can use *ESP* and *telekinesis* (up to 20,00 cn) as often as desired, up to once per round. It communicates by *telepathy*, speaking directly to the minds of others. It is incredibly intelligent, and can easily handle dozens of conversations at once.

Each horde is very Lawful and always dangerous. A horde creature sacrifices as many bodies as needed to reach a goal, and thus the Morale of a body is 12. The creature is immune to all mental effects (*charm, hold, sleep*, etc.), but the bodies are susceptible to blows and damage-causing attacks of most types. Because of its disregard for individual bodies, a horde normally does not bother to attempt to save them; in play, it simply fails all Saving Throws voluntarily. However, if 10% or more of a horde's bodies are lost in a single activity (an encounter with enemies, for example), the creature will either resolve the problem peacefully (negotiating, avoiding, etc.) or call other hordes for assistance.

The hordes' enemies are the kryst and the undines. They fear fire-type creatures and attacks.



Hydrax*

Armor Class:	2
Hit Dice:	5** to 12**
Move:	60′ (20′)
Swimming:	180′ (60′)
Attacks:	2 claws or special
Damage:	1-10/1-10 or see below
No. Appearing:	1 (1)
Save As:	Fighter, double level
Morale:	9
Treasure Type:	Special
Alignment:	Lawful
XP Value by Hit Dice:	Variable

A hydrax is an intelligent crab-like creature made of ice. It is native to the *Elemental Plane of Water*, and almost never found on the Prime Plane. Although the hydrax are Lawful in behavior, most are evil.

A hydrax has 6 legs and 3 claws, equally positioned around a crab-like body. Hydrax are immune to normal weapons, all 1st and 2nd level spells, and to all attacks based on fire. A hydrax can *detect invisible* at will, and can cast *detect magic, web, dispel magic, ice storm/wall*, and *water to ice* 3 times per day (all as if a 9th level magic-user).

The hydrax use tools made of ice, and build cities and devices of all sorts. Their enemies are the undines and the kryst, and they fear air-type creatures and attacks.

Invisible Stalker *(Sshai)*

The race of "invisible stalkers" (a human term) live on the *Elemental Plane of Air*. They call themselves the "sshai." All details given in the Expert Set (page 52) apply on both the Prime and Elemental Planes, except they are much faster speed on their home Plane: 360′ (120′).

On their home plane, the sshai are much like dopplegangers; they can use ESP at will, and can shapechange to nearly any form native to their plane. They usually appear as air elementals, djinn, or haoou. Their true form is nearly identical to that of an air elemental, though that race can tell the difference. Sshai are occasionally hired by the djinn and the haoou as spies or guards.

Sshai may have 1 to 12 Hit Dice, though all are about man-size in their true forms. Some are known to use spells. They prefer negotiation to combat, and have few enemies. They fear earth-type creatures and attacks.

Kryst

Armor Class:	2
Hit Dice:	9*
Move:	240′ (80′)
Attacks:	3 spikes
Damage:	1-12/1-12/1-12
No. Appearing:	1-6 (10-1,000)
Save As:	Elf: 9
Morale:	9
Treasure Type:	Special
Alignment:	Lawful
XP Value:	1,600

The kryst are intelligent beings made of crystalline rock. They are native to the *Elemental Plane of Earth.*

A kryst looks like a group of 12 golden crystal spikes, all projecting outward from a central point. It is immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on air. A kryst can *detect invisible* at will, and can use *detect magic, dispel magic, haste,* or *air to earth* 3 times per day (all as if cast by a 9th level magic-user). The kryst communicate by *telepathy* (120′ range) or, if mental contact causes poor reactions, by written messages.

A kryst can attack by ramming opponents with its spikes, and can attack up to 3 times per round.

The kryst have a widespread and complex society in their own realms, peacefully living with and helping the earth elementals. They welcome visitors, and are eager to gain new knowledge of all types. They fear and wage a never-ending war against the *hordes,* and seek to unite all other creatures against them. The kryst are also enemies of the hydrax, though they rarely encounter them. They fear water-type creatures and attacks.

Medusa

Medusae are native to both the Prime Plane and their original home, the *Elemental Plane of Earth.* The details given in the Basic Set (DMR page 34) always apply to medusae encountered on the Prime Plane.

On the Plane of Earth, a medusa is an ugly writhing mass of 10′ long tentacles connected to a small lumpy spherical body. Several eyes on foot-long eyestalks also protrude from the body; the mouth has many teeth. The tentacles are used both for movement (180′ per turn) and combat. The medusa can attack with 10 tentacles per round; each hit requires a Saving Throw vs. Paralysis (lasting 2-8 rounds if failed). A paralyzed victim is drawn to the mouth and bitten for 2-16 (2d8) points of damage per round (no Hit roll required while the victim is paralyzed).

*Elemental Plane Statistics: AC 4, HD 8**, MV 180′ (60′), NA 1-4, Save F4, ML 9, TT (V) F, AL C, XP 1,750.*

Pasha: See *Djinni, Greater.*

Plasm

	Normal	Giant
Armor Class:	0	-4
Hit Dice:	6*	12*
Move:	120′ (40′)	120′ (40′)
Attacks:	2 claws	2 claws
Damage:	2-12/2-12	3-18/3-18
No. Appearing:	1-10	1-4
Save As:	Fighter: 6	Fighter: 12
Morale:	9	11
Treasure Type:	Special	Special
Alignment:	Chaotic	Chaotic
XP Value:	500	1,900

A plasm looks like a human- or giant-sized skeleton made of elemental matter. There are four types of plasms, one of each element. A plasm is made of a combination of elemental material and ectoplasm (solid ether). It cannot safely exist on any Plane except the Ethereal, and is sometimes encountered within a wormhole. On any Plane except the Ethereal, a plasm automatically loses 1 Hit Die per round from Energy Drain, vanishing when dead.

A plasm feeds on its element, and regenerates damage when feeding at the rate of 1 point per round. Any magical attack based on its element will cause a plasm to gain Hit Dice and hit points. *For example,* a *fire ball* cast at a fire plasm by a 9th level magic-user would cause it to immediately gain 9 additional Hit Dice (9-72 hit points).

Plasms are immune to poison and normal weapons, and are only slightly damaged by magical weapons. Each blow from a magical weapon inflicts only its magic damage ("pluses"), ignoring normal weapon damage and strength bonuses. *For example,* a *sword +4* would inflict 4 points of damage on a plasm.

A plasm can only be damaged by magic weapons (as given above) and by attack forms based on elemental dominance.

Once per turn, a plasm can "spend" 10 of its hit points to create an acid cloud based on its element. This cloud is a 30′ diameter sphere, which inflicts 20 points of damage to all within it (except the plasm); each victim may make a Saving Throw vs. Dragon Breath to take 1/2 damage. The cloud lasts for 1-6 rounds. A plasm normally saves this attack form to use when fleeing.

Salamander

Though rare on the Prime Plane, frost and flame salamanders are common predators on their home Planes (the *Elemental Planes of Air* and *Fire,* respectively). All details given in the Expert Set (page 55) apply on both Planes. They have limited intelligence, and sometimes raid civilized areas for food.

Undine*

Armor Class:	4
Hit Dice:	8***
Move:	90′ (30′)
Swimming:	240′ (80′)
Attacks:	1 fist or 1 coil
Damage:	2-16 or 1-10
No. Appearing:	1 (1)
Save As:	Fighter: 16
Morale:	9
Treasure Type:	Nil
Alignment:	Chaotic
XP Value:	2,300

An undine is an intelligent creature made of water. It is rare even on the *Elemental Plane of Water,* its home, and is almost never encountered on the Prime Plane. Undines are Chaotic in behavior, but (similar to djinn) have very good intentions and despise evil.

On its home Plane, an undine normally has a form like a featureless transparent snake. It can easily change shape, sometimes using a form with many tentacles to handle objects. Once per turn, it can swim quickly in the form of a revolving coil, moving at 480′ (160′) rate for up to 10 rounds.

Undines are immune to poison, normal weapons, all 1st and 2nd level spells, and to all attacks based on fire. An undine can *detect invisible* at will, and can use *detect magic, web, dispel magic, ice storm/wall,* and *fire to ice* 3 times per day (all as if a 9th level magic-user). An undine's *web* is made of ice strands, which function in the same way; however, flame merely melts the *web,* rather than burning it, and trapped victims take no damage from the melting.

An undine can attack with one "fist" (arm-like extension) per round. If the blow hits, the undine may choose to coil around the opponent, squeezing for 1-10 points of automatic constriction damage each round. An undine can coil around any creature of giant size or less, and the victim cannot move, attack, nor concentrate.

On the Prime Plane, an undine appears identical to a water elemental. While in water, it is invisible, and regenerates damage at the rate of 3 points per round. When out of water, however, it does not regenerate, and instead takes 1 point of damage per round from drying. An undine is not as limited as an elemental; it is not blocked by a *protection from evil* effect, and is not forced to remain within 60′ of water.

Undines live far from the realms of the water elementals, but occasionally visit them. Their enemies are the hydrax and the hordes, and they fear air-type creatures and attacks.

CHARTS AND TABLES

The treasure lists in this section include all the items given in the Basic and Expert Sets, plus several new items.

All charts and tables are presented together for easy reference. Refer to the detailed descriptions once an item has been determined.

Percentage Dice are used for all rolls unless noted otherwise. The DM may always *choose* a result from a Table, instead of rolling a random result.

1. Treasure Types

1a. Group Treasure (In Lair, not carried)

Part 1: Coins

COINS (in thousands)					
Type	cp	sp	ep	gp	pp
A	25% 1-6	30% 1-6	20% 1-4	35% 2-12	25% 1-2
B	50% 1-8	25% 1-6	25% 1-4	35% 1-3	Nil
C	20% 1-12	30% 1-4	10% 1-4	Nil	Nil
D	10% 1-8	15% 1-12	Nil	60% 1- 6	Nil
E	5% 1-10	30% 1-12	25% 1-4	25% 1- 8	Nil
F	Nil	10% 2-20	20% 1-8	45% 1-12	30% 1-3
G	Nil	Nil	Nil	50% 10-40	50% 1-6
H	25% 3-24	50% 1-100	50% 10-40	50% 10-60	25% 5-20
I	Nil	Nil	Nil	Nil	30% 1-8
J	25% 1-4	10% 1-3	Nil	Nil	Nil
K	Nil	30% 1-6	10% 1-2	Nil	Nil
M	Nil	Nil	Nil	40% 2-8	50% 3-30
L,N,O	Nil	Nil	Nil	Nil	Nil

Part 2: Gems, Jewelry, and Magic

GEMS, JEWELRY, AND MAGIC			
Type	Gems	Jewelry	Magic Items
A	50% 6-36	50% 6-36	30% Any 3
B	25% 1-6	25% 1-6	10% 1 Sword, Misc. Weapon, or Armor
C	25% 1-4	25% 1-4	10% Any 2
D	30% 1-8	30% 1-8	15% Any 2 + 1 Potion
E	10% 1-10	10% 1-10	25% Any 3 + 1 Scroll
F	20% 2-24	10% 1-12	30% 1 Potion, 1 Scroll, +3 Any but weapons
G	25% 3-18	25% 1-10	35% Any 4 + 1 Scroll
H	50% 1-100	50% 10-40	15% 1 Potion + 1 Scroll + Any 4
I	50% 2-12	50% 2-12	15% Any 1
J,K	Nil	Nil	Nil
L	50% 1-4	Nil	Nil
M	55% 5-20	45% 2-12	Nil
N	Nil	Nil	40% 2-8 Potions
O	Nil	Nil	50% 1-4 Scrolls

1b. Individual Treasure (Carried, not in Lair)

Part 1: Coins

COINS					
Type	cp	sp	ep	gp	pp
P	3-24	Nil	Nil	Nil	Nil
Q	Nil	3-18	Nil	Nil	Nil
R	Nil	Nil	2-12	Nil	Nil
S	Nil	Nil	Nil	2-8	Nil
T	Nil	Nil	Nil	Nil	1-6
U	10% 1-100	10% 1-100	Nil	5% 1-100	Nil
V	Nil	10% 1-100	5% 1-100	10% 1-100	5% 1-100

Part 2: Gems, Jewelry and Magic

GEMS, JEWELRY, AND MAGIC			
Type	Gems	Jewelry	Magic
P, Q, R	Nil	Nil	Nil
S, T	5% 1	Nil	Nil
U	5% 1-2	5% 1-4	2% Any 1
V	10% 1-2	10% 1-4	5% Any 1

2. Gems

GEM VALUE		
d%	Value	Examples
01-03	10 gp	agate, quartz, turquoise
04-10	50 gp	crystal, jasper, onyx
11-25	100 gp	amber, amethyst, coral, garnet, jade
26-46	500 gp	aquamarine, pearl, topaz
47-71	1,000 gp	carbuncle, opal
72-90	5,000 gp	emerald, ruby, sapphire
91-97	10,000 gp	diamond, jacinth
98-00	50,000 gp	starstone, tristal, Special

3. Jewelry

3a. Jewelry Values

JEWELRY VALUES					
d%	Value*	Enc**	d%	Value*	Enc**
01	100	10	46-58	5,000	25
02-03	500	10	59-69	7,500	25
04-06	1,000	10	70-78	10,000	25
07-10	1,500	10	79-85	15,000	25
11-16	2,000	10	86-90	20,000	50
17-24	2,500	10	91-94	25,000	50
25-34	3,000	25	95-97	30,000	50
35-45	4,000	25	98-99	40,000	50
			00	50,000	50

**All values may vary by up to 15% above or below the given amount, if the DM chooses to modify them.*

***Optional Encumbrance (Enc) in cn.*

3b. Types of Jewelry

TYPES OF JEWELRY Value (in gp)			
	100-3,000 1d10 Common	4,000-10,000 Uncommon	15,000-50,000 Rare
1	Anklet	Armband	Amulet
2	Beads	Belt	Crown
3	Bracelet	Collar	Diadem
4	Brooch	Earring	Medallion
5	Buckle	Four-leaf Clover	Orb
6	Cameo	Heart	Ring
7	Chain	Leaf	Scarab
8	Clasp	Necklace	Scepter
9	Locket	Pendant	Talisman
10	Pin	Rabbit's Foot	Tiara

4. All Magic Items

MAGIC ITEM TYPE	
d%	Use Table:
01-25	5. Potion
26-37	6. Scroll
38-46	7. Wand, Staff, or Rod
47-52	8. Ring
53-62	9. Misc. Magic Item
63-72	10. Armor or Shield
73-83	11. Missile or Device
84-92	12. Sword
93-00	13. Misc. Weapon

5. Potion

d%	Type of Potion
01-02	Agility
03	Animal Control
04-06	Antidote
07-08	Blending
09-10	Bug Repellant
11-12	Clairaudience
13-14	Clairvoyance
15-16	Climbing
17-18	Defense
19-20	Diminution B)
21-24	Delusion (X)
25	Dragon Control
26-27	Dreamspeech
28	Elasticity
29-30	Elemental form
31-32	ESP (B)
33	Ethereality
34-36	Fire Resistance (X)
37-39	Flying (X)
40-41	Fortitude
42	Freedom
97	Treasure Finding (X)
43-45	Gaseous Form (B)
46	Giant Control (X)*
47-49	Giant Strength (X)
50-51	Growth (B)
52-57	Healing (B)
58-60	Heroism (X)
61	Human Control (X)
62-64	Invisibility (B)
65-66	Invulnerability (X)
67-68	Levitation (B)
69-70	Longevity (X)*
71	Luck
72	Merging
73-74	Plant Control (X)
75-77	Poison (B)
78-80	Polymorph Self (X)
81-82	Sight
83-84	Speech
85-88	Speed (X)
89-90	Strength
91-93	Super-healing
94-96	Swimming
98	Undead Control (X)
99-00	Water Breathing

* *More information is given in this set*

6. Scroll

d%	Type of Scroll
01-03	Communication
04-05	Creation
06-13	Curse (occurs when read; B)*
14	Delay (S)
15-17	Equipment
18-19	Illumination
20-21	Mages (S)
22-25	Map to Normal treasure (B)*
26-28	Map to magical treasure (B)*
29-30	Map to combined treasure (X)*
31	Map to special treasure (X)*
32-34	Mapping
35-36	Portals
37-42	Protection from Elementals (X)
43-50	Protection from Lycanthropes (B)
51-54	Protection from Magic (X)
55-61	Protection from Undead (B)
62-63	Questioning
64	Repetition (S)
65-66	Seeing
67-68	Shelter
69-71	Spell Catching
72-96	Spells (see below)*
97-98	Trapping
99-00	Truth

* *More information is given in this set*

SPELL SCROLLS				
6a. Type of Scroll		6b. Level of Spell		
d%	Type	Cleric or Druid	M-U	Spell Level
01-70	Magic-User	01-34	01-28	1
71-95	Cleric	35-58	29-49	2
96-00	Druid	59-76	50-64	3
		77-88	65-75	4
		89-95	76-84	5
		96-99	85-91	6
		00	92-96	7
			97-99	8
			00	9

Roll for only one *type* per scroll; then find the *level* of each spell separately.

7. Wand, Staff, or Rod

d%	Type of Wand, Staff, or Rod	d%	Type of Wand, Staff, or Rod
01-05	Wand of Cold (M) (X)	67-69	Staff of an Element (M)
06-10	Wand of Enemy Detection (M) (B)	70-71	Staff of Harming (C)
11-14	Wand of Fear (M) (X)	72-78	Staff of Healing (C) (B)
15-19	Wand of Fire Balls (M) (X)	79	Staff of Power (M) (X)
20-23	Wand of Illusion (M) (X)	80-82	Snake Staff (C) (B)
24-28	Wand of Lightning Bolts (M) (X)	83-85	Staff of Striking (S) (X)
29-33	Wand of Magic Detection (M) (B)	86-87	Staff of Withering (C) (X)
34-38	Wand of Metal Detection (M) (X)	88	Staff of Wizardry (M) (X)
39-42	Wand of Negation (M) (X)	89-90	Rod of Cancellation (B)
43-47	Wand of Paralyzation (M) (B)	91	Rod of Dominion
48-52	Wand of Polymorphing (M) (X)	92	Rod of Health (C)
53-56	Wand of Sec. Door Detection (M) (X)	93-94	Rod of Inertia (N)
57-60	Wand of Trap Detection (M) (X)	95	Rod of Parrying
61	Staff of Commanding (S) (X)	96	Rod of Victory
62-63	Staff of Dispelling	97-99	Rod of Weaponry
64-66	Staff of the Druids (DR)	00	Rod of the Wyrm

Roll to find the number of charges in each:
Wand: 3-30 (3d10)
Staff: 2-40 (2d20)
Rods have no charges.

8. Ring

d%	Type of Ring
01-02	Animal Control (B)
03-08	Delusion (X)
09	Djinni Summoning (X)
10-13	Ear ring
14-17	Elemental Adaptation
18-23	Fire Resistance (B)
24-26	Holiness (C)
27	Human Control (X)
28-32	Invisibility (B)
33-35	Life Protection
36-38	Memory (S)
39-40	Plant Control (X)
41-45	Protection, +1
46-48	Protection, +2
49-50	Protection, +3
51	Protection, +4
52-55	Quickness
56	Regeneration (X)
57-59	Remedies
60-61	Safety
62-64	Seeing
65-67	Spell Eating
68-69	Spell Storing (X)
70-71	Spell Turning (X)
72-75	Survival
76-77	Telekinesis (X)
78-81	Truth
82-84	Truthfulness
85-86	Truthlessness
87-91	Water Walking (B)
92-96	Weakness (B)
97-98	Wishes
99-00	X-Ray Vision (X)

9. Miscellaneous Items

d%	Type of Miscellaneous Item	d%	Type of Miscellaneous Item
01-02	Amulet of Protection from Crystal Balls and ESP (X)	44-45	Gauntlets of Ogre Power (B)
03-04	Bag of Devouring (B)	46-47	Girdle of Giant Strength (X)
05-09	Bag of Holding (B)	48-49	Helm of Alignment Changing (B)
10-12	Boat, Undersea	50-51	Helm of Reading (X)
13-14	Boots of Levitation (X)	52	Helm of Telepathy (B)
15-17	Boots of Speed (X)	53	Helm of Teleportation (M) (X)
18-19	Boots of Traveling and Leaping (X)	54	Horn of Blasting (X)
20	Bowl of Commanding Water Elementals (X)	55-57	Lamp of Long Burning
		58-59	Lamp, Hurricane
		60-61	Medallion of ESP, 30′ range (B)
21	Brazier of Commanding Fire Elementals (X)	62	Medallion of ESP, 90′ range (X)
		63	Mirror of Life Trapping (X)
22-23	Broom of Flying (X)	64-66	Muzzle of Training
24	Censer of Controlling Air Elementals (X)	67-68	Nail, Finger
		69-71	Nail of Pointing
25-27	Chime of Time	72-76	Ointment
28-29	Crystal Ball (M) (B)	77-79	Pouch of Security
30	Crystal Ball with Clairaudience (M)(X)	80-82	Quill of Copying (S)
		83-86	Rope of Climbing (B)
31	Crystal Ball with ESP (M) (X)	87-88	Scarab of Protection (X)
32-33	Displacer Cloak (X)	89-91	Slate of Identification (S)
34	Drums of Panic (X)	92	Stone of Controlling Earth Elementals (X)
35	Efreeti Bottle (X)		
36-38	Eggs of Wonder	93-94	Talisman of Elemental Travel
39-40	Elven Cloak (B)	95-97	Wheel of Floating
41-42	Elven Boots (B)	98	Wheel of Fortune
43	Flying Carpet (X)	99-00	Wheel, Square

10. Armor or Shield

10a. Size	10b. Type
01-68 Human	01-10 Leather
69-81 Dwarf	11-17 Scale mail
82-91 Elf	18-30 Chain mail
92-98 Halfling	31-39 Banded mail
99-00 Giant	40-50 Plate mail
	51-75 Shield
	76-77 Scale mail & Shield
	78-85 Chain mail & Shield
	86-90 Banded mail & Shield
	91-00 Plate mail & Shield

10c. Strength of Armor or Shield

Scale, Lthr.	Banded, Chain	Plate	Shield	Str.	Chance of Special
01-70	01-60	01-50	01-40	+1	10
71-88	61-81	51-74	41-67	+2	15
89-96	82-92	75-88	68-84	+3	20
97-99	93-98	89-96	85-94	+4	25
00	99-00	97-00	95-00	+5	30

10d. Special Armor or Shield

d%	Special power	d%	Special power
01-07	Absorption	51-60	Fly
08-17	Charm	61-66	Gaseous Form
18-32	Cure Wounds	67-75	Haste
33-42	Electricity	76-85	Invisibility
43-47	Energy Drain	86-93	Reflection
48-50	Ethereality	94-00	Remove Curse

11. Missile or Device

d%	Item Name	Weapon Class
01-37	Arrows	A
38-59	Quarrels	A
60-70	Sling Stones	A
71-72	Blowgun	D
73-80	Bow, Long	D
81-85	Bow, Short	D
86-87	Crossbow, Heavy	D
88-92	Crossbow, Light	D
93-00	Sling	D

11b. Strength of Missile or Device

Weapon Class A	Weapon Class D	Weapon Strength	Chance* of Bonus
01-40	01-70	+1	30
41-67	71-88	+2	25
68-84	89-96	+3	20
85-94	97-99	+4	15
95-00	00	+5	10

** Missiles use 11c; Devices use 14a-c.*

11c. Missile Bonuses

d%	Bonus type	d%	Bonus type
01-04	Biting	58-61	Refilling
05-09	Blinking	62-67	Screaming
10-14	Charming	68-72	Seeking
15-21	Climbing	73-76	Sinking
22-31	Curing	77-78	Slaying
32-34	Disarming	79-85	Speaking
35-38	Dispelling	86-89	Stunning
39-45	Flying	90-91	Teleporting
46-52	Lighting	92-96	Transporting
53-57	Penetrating	97-00	Wounding

11d. Number Found

(Missiles only)

Weapon Strength	Number Found	
+1	2-20	(2d10)
+2	2-16	(2d8)
+3	2-12	(2d6)
+4	2-8	(2d4)
+5	2-5	(1d4+1)

Missiles: If a Bonus is indicated, divide the number rolled by 2 (rounding up if necessary). All the missiles found have the same

11e. Extra Range

(Device only)

1d4 + Weapon Strength	Range Multiplier
2 to 4	1 (no bonus)
5 to 7	1.5 (50% bonus)
8 to 9	2 (100% bonus)

Strength Bonus. Devices: Multiply each maximum range figure by the number given; make a record of the new ranges.

12. Sword

12a. Type

d%	Weapon Class	Type
01-65	C	Normal
66-84	C	Short
85-92	D	Two-Handed
93-00	D	Bastard

12b. Strength

Weapon Class C	Weapon Class D	Weapon Strength	Chance of Bonus
01-60	01-70	+1	40
61-81	71-88	+2	30
82-92	89-96	+3	25
93-98	97-99	+4	20
99-00	00	+5	15

12c. Intelligence of Sword

d%	INT	Communication	Powers	Languages
01-79	Nil	Nil	Nil	Nil
80-85	7	Empathy	1 P	Nil
86-90	8	Empathy	2 P	Nil
91-94	9	Empathy	3 P	Nil
95-97	10	Speech	3 P	1-3
98-99	11	Speech	3 P + RM	1-6
00	12	Speech	3 P + RM + 1 E	2-8

If Intelligence is indicated, refer to the Expert Set, p. 59-60.
***P** = Primary Power*
***E** = Extraordinary Power*
***RM** = Reads Magic on command*

13. Miscellaneous Weapon

13a. Type of Miscellaneous Weapon

d%	Weapon name	Weapon Class	d%	Weapon name	Weapon Class
01-09	Axe, Battle	C	48-51	Lance	D
10-15	Axe, Hand	B	52-63	Mace	C
16-17	Axe, Hand, Returning	B	64-65	Net	B
18-20	Blackjack	C	66	Net, Returning	B
21-22	Bola	B	67-71	Pole Arm	D
23	Bola, Returning	B	72-81	Spear*	B
24-28	Club	C	82-84	Spear, Returning*	B
29-40	Dagger	B	85-94	War Hammer	C
41-43	Dagger, Returning	B	95-97	War Hammer, Returning	C
44-46	Javelin	B	98-00	Whip	C
47	Javelin, Returning	B		* or Trident, if desired	

13b. Strength of Misc. Weapon

Weapon Class B	Weapon Class C	Weapon Class D	Weapon Str.	Chance of Bonus
01-50	01-60	01-70	+1	40
51-74	61-81	71-88	+2	30
75-88	82-92	89-96	+3	20
89-96	93-98	97-99	+4	15
97-00	99-00	00	+5	10*

** If a Bonus is present, automatically use Table 14c (Talent).*

14. Weapon Bonuses

14a. Bonus Type

Weapon Type Sword	Weapon Type Other	Bonus Type
01-29	01-33	+1 extra* vs. Opponent
30-50	34-57	+2 extra* vs. Opponent
51-64	58-73	+3 extra* vs. Opponent
65-72	74-82	+4 extra* vs. Opponent
73-75	83-85	+5 extra* vs. Opponent
76-00	86-00	Talent (14c)

*Add to weapon strength to find the total Bonus strength, and use *Table 14b* to find the type of Opponent.

14b. Opponent for Strength Bonus
(Re-roll any duplicate results)

d%	Opponent Type
01-06	Bugs
07-09	Constructs
10-15	Dragons
16-24	Enchanted monsters
25-36	Giants
37-48	Lycanthropes
49-52	Other-planar creatures
53-58	Regenerating creatures
59-67	Reptiles (and dinosaurs)
68-70	Spell-immune creatures
71-76	Spell users
77-88	Undead
89-94	Water-breathing creatures
95-00	Weapon-using creatures

14c. Talent

(Re-roll any duplicate results)

d%	Talent	d%	Talent
01-05	Breathing	47-54	Healing
06-12	Charming	55-59	Hiding
13-16	Deceiving	60-65	Holding
17-23	Defending	66-73	Lighting
24-25	Deflector	74-79	Silencing
26-27	Draining	80-81	Slicing
28-32	Extinguishing	82-85	Slowing
33-38	Finding	86-89	Speeding
39-43	Flaming	90-94	Translating
44-46	Flying	95-99	Watching
		00	Wishing

1. Treasure Types

Each monster is given one or two Treasure Types. Types A through O are Lair Treasures, found in the monsters' dens. Types P through V are Individual Treasures, carried by the creatures themselves. These charts are slightly modified for higher level play, and differ from the charts in the D&D Basic Set, but are used in the same manner.

You may either roll or select an amount within the range of treasure given. Note each treasure and its amount, for later use. When the total treasure is determined, you may wish to convert the total value into an easier-to-carry form of treasure (as explained on page 26).

2. Gems

In games for characters of level 9 and above, use *Table 2: Gems*, instead of the one given in the Basic Set. You may use this chart for lower level adventurers if you apply a -10% penalty to the percentage roll (using a minimum gem value of 10 gp).

When several gems are found together, you may choose to make one roll for each group of 3, 5, or 10 gems found (depending on the total number). This is quite useful for dragon treasure (Type H, Gems: 50% 1-100) as well as others.

Unusual Gems:

Special: A gem of larger than normal size may have a value of 3-10 times normal. If a "special" gem is indicated, you may select any lower-value type and note its larger size and value. You may also use one of the following special types of gems:

Starstone: Any gem of 1,000 gp value or more, except for diamonds, may be found with a star-like formation in the center. These are often called by their individual names (Star Ruby, Star Sapphire, etc.) and are, as a group, called *starstones*. A Starstone has twice the value of the normal gem type.

Tristal: Corundum, a mineral, is the substance of which ruby and emerald is made. It may also be found in other colors, rare and usually transparent: golden yellow, deep violet, or brilliant orange, these gems are known as *tristals*. A tristal may have any value from 1,000 to 100,000 gp.

3. Jewelry

In games for characters of level 9 and above, do not roll 3d6 to determine the value of jewelry found. Instead, use *Table 3a: Jewelry Values*. You may use this table for lower level adventurers if you apply a -10% penalty to the percentage roll (using a minimum value of 100 gp per piece).

The value of each piece should be determined separately, except when large numbers are found, such as in Treasure Types A (50% 6-36) and H (50% 10-40). When several pieces are found together, you may choose to make one roll for each 3 or 5 pieces, simply making each a different type.

After you find the value, select or randomly determine a type for each, using *Table 3b: Types of Jewelry*.

All items are made of valuable metals, gems, and/or other treasured materials (such as ivory, ebony, fur, etc.). Their values may vary by up to 15% above or below the amount given on the chart, if the DM chooses to modify them. *For example,* a piece listed as 20,000 gp could be given any value from 17,000 to 23,000 gp.

3b. Types of Jewelry

Some suggested types of Jewelry are:

COMMON Types (Value 100-3,000 gp)

Anklet: Leather strap adorned with gems.

Beads: Several baubles on a string.

Bracelet: Ornamented wrist chain or strap.

Brooch: Ornamental piece with a pin on the back; silver or gold casting.

Buckle: Fastener for shoes, belts, or other item.

Cameo: A gem or stone engraved, in relief.

Chain: Valuable metal for wrist, ankle, or neck wear.

Clasp: Fastener to hold a cloak or dress.

Locket: Small case for holding a keepsake, often hung on a chain.

Pin: Usually gold or platinum, with a small gem on the tip.

UNCOMMON Types (Value 4,000-10,000 gp)

Armband: Chain or strap adorned by gems, worn on the upper arm.

Belt: Leather with gems or engraved metal, worn around the waist.

Collar: Ornate metal with clasp, or leather with gems, worn around the neck.

Earring: Usually found as a pair; small metal clasp with gem or engraved stone.

Four-leaf Clover: A traditional good luck symbol, fashioned of metal and gems.

Heart: Brooch or keepsake of fine metal, often engraved or with gems.

Leaf: Engraved brooch or keepsake of metal, studded with gems.

Necklace: Engraved metal strap or thong with engraved metal and gems, hung around the neck.

Pendant: Ornamental piece hung from a chain of fine metal.

Rabbit's Foot: A traditional good luck piece, made of fine metal, fur, and gems.

RARE Types (Value 15,000-50,000 gp)

Amulet: Ornate pendant or keepsake, gem-studded, possibly engraved.

Tiara: Small crown or headdress, of royal quality (but less than kingly).

Crown: Gold or platinum headwear, studded with large gems; kingly quality.

Diadem: Very fine and ornate crown, of Emperor quality.

Medallion: Ornate gem-studded pendant.

Orb: Gem-studded globe held in the hand; often inlaid, engraved.

Ring: Solid fine metal with gems; may appear identical to magical ring.

Scarab: Carved and engraved gemstone of large size and high quality, sometimes as a beetle.

Scepter: Rod or wand of metal or rare wood, engraved and gem-studded.

Talisman: Engraved figure or symbol of rare metals and gems; may be an amulet or pendant.

Damaged Gems and Jewelry

You may modify the value of gems and jewelry if they are subjected to harsh treatment.

Gems: Most gems will shatter if struck. Gems may crack or shatter because of normal fire or certain spells (*fire ball, lightning bolt,* etc.) All effects are left to the DM's choice; a cracked gem is worth 20-50% (1d4+1 x10) of the original value, and a shattered gem might leave a small piece worth 5-10% (1d6+4) of the original. Note that the pieces may still be of value to NPC Magic-Users, who may need powdered gems for potions, scrolls, rare inks, etc.

Jewelry: The gems found in certain types of jewelry are subject to the guidelines given above. Note also that the value of Jewelry is in its fine craftsmanship, not the parts; any rough treatment can result in the loss of 10-80% of the value.

Special Treasures

You may wish to place unusual but valuable items as treasures, either mixed with or instead of coins, gems, and jewelry. The following chart gives guidelines, which may be used to determine the values of such items. They should be selected, not randomly determined, and should be placed in areas where they might reasonably be found, with some logical reason for their appearance.

The value should be determined by the rarity of the items, considering the place at which they are sold. *For example,* simple animal skins might be worth their weight in gold (literally) in civilization where few animals roam. The price of ivory is often higher, especially in areas where tusked animals (such as elephants, seals, and sabre-tooth tigers) are unknown, or when carved or engraved ivory is found.

To use Special treasures, simply replace some or all of the coins, gems, or jewelry with an equal value (or more) of Special merchandise. More value is often needed for fairness, since buyers must be found before the items can be treated as cash treasure.

VALUES OF SPECIAL TREASURES

Item Name	Encumbrance	Value in gp
Book, Rare	2-200 cn	10-1,000
Fur, Typical:*		
Pelt	10-60 cn	1-4
Cape	50-120 cn	100-600
Coat	80-200 cn	300-1,200
Fur, Rich:*		
Pelt	10-60 cn	2-12
Cape	50-120 cn	400-2,400
Coat	80-200 cn	1,000-6,000
Incense, Rare	1 cn/stick	5-30/stick
Ivory (Tusk)	100-2,000 cn	1/cn
Perfume, Rare	1 cn/vial	25-150/vial
Rug or Tapestry**	100-600 cn	2-20
Silk**	10-60 cn	1-8
Skin, Animal:	50-200 cn	1-10
Skin, Monster:	100-5,000 cn	10-1,000
Spice, Rare	10-100 cn	4-16/cn
Statuette	1-100 cn	1-1,000
Wine, Rare	40-90 cn	1-6/bottle

** "Typical" furs include beaver, fox, marten, muskrat, and seal. "Rich" furs include ermine, mink, and sable.*

*** Prices and encumbrances are for each square yard.*

4. All Magic Items

The charts and tables in this booklet include all magical treasures. Some guidelines are given in the D&D Basic and Expert Sets. These charts are used in the same way as the previous charts; percentage dice (d%) are used for most random rolls.

Descriptions: Most magic items are explained in the Basic or Expert Sets. To help you find the descriptions quickly, the following notations appear on the charts:

(B) The item is described in the D&D Basic Set (Dungeon Masters Rulebook).

(X) The item is described in the D&D Expert Set rulebook. If neither letter appears, the item is described in this set.

Range and Duration: If the range or duration of the effect produced by a magic item is not given, treat it the same as a magic spell from a 6th level spell caster.

Insulation: Several items can detect, control, or otherwise perform actions within a given range. Any of these actions can be blocked by a thin sheet of lead, 1′ of any other metal, or 10′ of stone.

Limitations: Several items are only usable by a certain class, or by a spell caster. If any of the following letters appear on the charts, the item noted may only be used by the class specified.

(C) cleric only
(DR) druid only
(D) dwarf only
(E) elf only
(F) fighter only
(H) halfling only
(M) magic-user only
(N) non-spellcaster only (dwarves, fighters, halflings, and thieves)
(S) spell caster only (clerics, elves, and magic-users)
(T) thief only

Random Determination: To randomly determine a magic item, roll d% and find the result on *Table 4, All Magic Items*. Then use the Table indicated to find the exact item.

Rejecting Results: The DM may, at any time, decide not to use any result obtained randomly. A device may simply be too powerful, making things too easy for the characters. *Wishes* can cause many problems, which may be prevented by simply not using *wishes* in the game, or by strictly limiting their power. Generally, if you can foresee any game problems resulting from the introduction of an item or spell effect—

DON'T USE IT.

Curses: Several items have unfortunate effects, and may require *remove curse* spells to negate their *curses*. If not specified otherwise, any *remove curse* spell or similar magical effect (such as that produced by a *ring of remedies*) will do. However, many items require powerful *remove curse* effects for effective treatment (usually 26th level, placing such treatments in the hands of higher level NPC spell casters). A *wish* may be used at any time to remove a *curse*; treat the *wish* as a powerful *remove curse* at 36th level magic use.

5. Potions

The effects of a potion last for 7-12 turns unless noted otherwise. If a character drinks a potion while another is still in effect, immediate sickness results (no Saving Throw). The sickness lasts for 3 turns, and neither potion has any further effect. A potion with permanent effect (*healing, longevity*, etc.) is not included in this rule.

Control potions are extremely limited in effect, as described in the D&D Expert Set, page 61. Some added details are given below.

Agility: The user's Dexterity score becomes 18, and the user immediately gains all applicable bonuses.

Antidote: The user becomes completely immune to certain poisons, and gains a +2 bonus to *all* Saving Throws vs. Poison. The weakest type of Antidote protects against the poison of all creatures with 3 Hit Dice or less; stronger Antidotes affect the poison of larger creatures. Poisons avoided during the duration of the potion (by successful Saving Throws) have no effect after the duration ends.

1-4	3 Hit Dice Creatures or less
5-7	7 Hit Dice Creatures or less, or potion
8-9	15 Hit Dice Creatures or less
10	All poisons

A *potion of poison* is treated as poison from a 7 Hit Die monster; the DM may adjust this if desired.

Blending: The user may change color at will, to any color, pattern, or combination of colors. Only color can be altered, but all items carried can be affected. The user hidden by this chameleon-like camouflage can rarely be detected (10% chance) unless the observer can *detect invisible* things, or possesses *truesight* (as the cleric spell) or a similar ability.

Bug Repellent: "Bug" includes any form of arachnid (spider, tick, scorpion, etc.), insect (ant, beetle, fly, etc.) or chilopod (centipede, millipede, etc.). After using this potion, the user cannot be touched by any normal bug, and a giant-sized bug will ignore the user unless it makes a Saving Throw vs. Spells. If the Saving Throw is successful, the potion does not affect that giant bug. The potion adds a +4 bonus to any Saving Throws allowed against magically summoned or controlled bugs.

Climbing: The user may climb sheer surfaces as if a spider, with only a 5% chance of falling (checked per 100′ of climbing, at least once per climb).

Defense: The user gains a bonus to Armor Class, which lasts for 1 turn (only). Roll 1d10 to find the power of the potion:

Protection Bonus			
1-3	+1	6-7	+3
4-5	+2	8-9	+4
		10	+5

Dragon Control: Up to 3 small dragons (see page 30) can be controlled, but a Saving Throw applies. Large and Huge dragons are not affected. Roll 1d20 to find the type of dragons affected:

1-5	White	15-17	Blue
6-10	Black	18-19	Red
11-14	Green	20	Gold

Dreamspeech: If the user speaks to one sleeping or paralyzed creature within 30′, the creature will hear and silently answer as if awake. The user will hear the responses by ESP, and will be able to understand the language used. The creature is not compelled to be truthful. Dead and Undead creatures cannot be affected, but *cursed* sleeping victims are within the power of the potion. The effect lasts for 1 turn only, and applies to only one sleeping or paralyzed creature.

Elasticity: The user may stretch his or her body, plus all equipment carried, to nearly any form—flat, long, etc.—to a maximum of 30 feet long, or 1 inch thick. Items carried cannot be used or dropped unless they are first returned to normal form. While in "stretched" form, the user cannot attack or cast spells, but takes 1/2 damage from blunt weapons (mace, hammer, giant-thrown boulder, etc.). The effect lasts for 1 turn only.

Elemental Form: There are four types of this potion: for Air, Earth, Fire, and Water (equal chances for each). The user may change into the form of an elemental (of the appropriate type) and back to normal form as often as desired, while the potion lasts. Each change of form takes 1 round. While in Elemental form, no special immunities are gained, but the special attacks of each elemental *are* usable (as given in the Expert Set, page 49). Note that a *protection from evil* effect will *not* block a character using this potion. The user's Armor Class and hit points do not change. The duration is 1 turn only.

Ethereality: The user can become Ethereal once, at any time during the potion's duration, and may therafter remain ethereal for up to 24 hours, returning to the Prime Plane at will.

Fortitude: The user's Constitution score becomes 18, and the user immediately gains any hit points added thereby. Points of damage to the user are taken from the magically gained hit points *first*. Damage applied to the user's original hit points will remain after the duration ends, until cured by the usual means.

Freedom: The user cannot be affected by paralysis of any sort, nor by *hold person* or *hold monster* spells.

Giant Control: Up to 3 giants can be controlled at once, but a Saving Throw applies. Roll 1d20 to find the type affected:

1-5	Hill	15-17	Fire
6-10	Stone	18-19	Cloud
11-14	Frost	20	Storm

Longevity: This potion will have no effect on any creature *forced* to drink it. In addition, age cannot be reduced to below 15, and the change cannot adversely affect any

ability scores or other abilities.

Luck: This potion makes the user lucky. The *player* of the character using this potion may *choose* the result of any one roll of his, instead of rolling a random result (a Hit or damage roll, Saving Throw, etc.). Other players' rolls cannot be affected, nor can the Dungeon Master's. The effect lasts for 1 hour, or until the luck is used.

Merging: The effect of this potion is quite unusual. The user can permit others to actually merge their forms with the user's, including all equipment carried, as if all were gaseous. A maximum of 7 other creatures can *merge* with the user of the potion. The merging cannot be forced; the user can, at will, prevent anyone from merging. Any other creature merged with the user can leave the merger by merely stepping out. Any creature merged with another (including the user) cannot attack or cast a spell, but may speak. Damage to the user of the potion does *not* affect those *merged*.

Sight: The user can *detect invisible* things (as the magic-user spell) for 1 turn. This will negate *blindness* for that time.

Speech: The user can understand any and all languages heard within 60', and may respond in the same tongues. A language must be heard to be used, unless already known.

Strength: The user's Strength score becomes 18, and the user immediately gains all applicable bonuses.

Swimming: The user may swim in any liquid at the rate of 180' per turn (60' per round), even if encumbered. The user cannot sink (or even be pushed below the surface) unless the encumbrance is over 3,000 cn. The ability to breathe water is *not* given. The effects last for 8 hours.

Water Breathing: The user can freely breathe either water or air (as the magic-user spell) for 4 hours.

6. Scrolls

Communication: This is actually two scrolls, one stored inside the other. They are easily separated. If a message is written on one scroll, it immediately appears on the other. There is no limit to the range, as long as both scrolls are on the same Plane of Existence. The message may be up to 100 words in length. If one message is erased, the other disappears as well. Each message must be erased before another can be written, and there is a 5% chance (not cumulative) that any erasing will destroy the magic of both scrolls.

Creation: The user of this valuable scroll may draw a picture of any normal item, up to 5'x10'x1' in size (though drawn much smaller), and up to 5,000 cn weight. The item may then be taken off the scroll and used! Magic items cannot be created, nor can any living things, but all types of armor and weapons (for example) are quite easily created. The item will vanish on command of the creator, or after 24 hours. The scroll can create one item per day at most.

Curse: The *curses* given in the D&D Basic Set are sufficiently nasty for this scroll. You need not increase their power for higher level characters.

Delay: This is a scroll of one spell. When casting the spell from the scroll, the user states an amount of delay from 0 to 12 rounds. Thereafter, if the user carries the scroll, the user has complete control of the spell when it occurs. If the scroll is not carried by the user, the spell effect appears around the scroll itself, affecting the nearest creature if a recipient is required. *The spell cannot affect the scroll, even if it is a fire-type spell. For example,* an elf reads a *delay lightning bolt* scroll, delaying it 8 rounds, and then puts the scroll away. Eight rounds later, when the *lightning bolt* actually appears, the elf may choose the range and direction by mere concentration, as if casting the spell at that time.

Equipment: This parchment is inscribed with the names of 6 normal items (which the DM selects or randomly determines, using the standard equipment list). When any item's name is read aloud, the item appears within 10' of the scroll, and the name disappears. The item will remain for 24 hours, or until the user commands it to vanish. The name reappears on the scroll when the item vanishes. Any 3 of the 6 items can be created each day.

Illumination: This scroll bears the drawing of a flame. If the scroll is set afire, it will burn with a clear light in a 60' radius, lasting for up to 6 hours per day. The burning does *not* harm the scroll, but is nevertheless "normal" fire (and can be used to light torches, for example). The flame cannot be extinguished except by water or on command of the user; any wind, normal or magical, cannot even cause it to flicker. This item may already be lit when found.

Mages (spell caster only): This scroll is blank; it is used to identify magical effects. The user may hold the scroll and command it to identify any one chosen magical effect within 30'. The name of the magic spell or effect then appears on the scroll, along with the level of the caster of the spell effect. The scroll will identify one magical effect per day.

Map: Treasure Maps are described in the D&D Expert Set. Based on the type of treasure given, the DM should select a challenging monster with a similar treasure type, and design the Map and monster lair accordingly. Note that the Map may be partially incorrect, omitting an important detail (such as the type of monsters, dangerous traps, etc.) or giving some false information; however, the treasure mentioned should actually be there.

Mapping: This scroll is blank. When held and commanded to write, this scroll will draw a map of an area chosen. The area must be completely within 100' of the scroll, and may be up to 10,000 square feet in size. The scroll will function once per day.

Portals: This scroll creates a *pass-wall* effect, identical to the magic-user spell. When placed on a surface and commanded to function, the scroll disappears, and a 5' diameter hole appears, up to 10' deep. Living or magical things cannot be affected. The hole will disappear after 3 turns or when commanded by the reader of the scroll. When the hole disappears, the scroll reappears. The scroll may be used twice each day.

Questioning: The user of this scroll may ask questions of any non-living non-magical objects; their answers will appear on the scroll. The scroll will display up to 3 answers per day. The answers will be given as if the objects were living beings, but limited to simple observations, as if the objects could see, hear, and smell. The scroll *cannot* be used to question living or magical things.

Repetition: This scroll appears to be a normal scroll of 1 spell, and the standard restrictions apply to its use. However, 1 turn after the spell is cast, the scroll creates the same spell effect a second time, centered on the scroll or affecting the nearest creature if a recipient is required. As with a normal spell scroll, any spell cast from it is then gone; however, another spell may be written on the scroll *if it is of the same level,* and the *repetition* effect will again apply.

Seeing: This scroll is blank. When held and commanded to write, it will draw pictures of creatures within 100', in any area chosen by the user. Up to 4 different types of creatures can be pictured. The scroll will function once per day, regardless of the number of creatures pictured.

Shelter: This scroll is inscribed with an elaborate drawing of a 10' square lit room with two beds, a table and two chairs, food and drink for 2 on the table, and a pair of normal swords on the far wall, each hung over a shield. If the scroll is hung on any vertical surface, the room pictured may be entered, and the items used. The food and drink are pure and will nourish any living thing. The swords and shields may be taken down and used. However, none of the items can be

removed from the room.

If the scroll is taken down, the room cannot be entered or left, but remains in existence on another dimension (not another Plane). If any creatures are in the room when the scroll is taken down, the air inside permits survival for up to 24 hours. Any creatures so caught cannot escape by any means other than a *wish*. The food and drink are replenished each time the scroll is taken down. The room can be created once per day, but will remain for up to 12 hours per use; if not removed in that time, the scroll will fall down by itself.

Spell Catching: This scroll is blank when found. It may be used to "catch" a spell cast at the user. It cannot catch spell-like effects, nor device-produced effects (such as from a wand), but a spell cast from a scroll *can* be caught. There are four types of this scroll; roll 1d10 to determine the capacity:

1-4	1st or 2nd level spells
5-7	1st to 4th level spells
8-9	1st to 6th level spells
10	1st to 8th level spells

The user of the scroll must hold it up, like a shield; no other action is possible while using the scroll. The user must then make a Saving Throw vs. Spells, with a +4 bonus to the roll; if successful, the incoming spell has no effect, and is instead transferred to the scroll, appearing as a normal scroll spell. The exact spell caught will not be known until a *read magic* spell is used to identify it.

The scroll can only hold one spell at a time; the spell caught must either be used or copied into a spell book (magic-user spells only) before the scroll can catch another spell. Any type of spell (cleric, druid, or magic-user) can be caught, as long as the level does not exceed the scroll's capacity. The *scroll of spell catching* cannot affect spells of levels greater than the given capacity, and it can catch a maximum of one spell per day.

Spells: Use *Tables 6a and 6b* to find the exact spell levels, or choose the spells if you wish. Spell scrolls are good ways to introduce new spells in the campaign, and may thus be designed with the characters' current spell books in mind. Only druids can cast spells on druid scrolls, though the spell name can be revealed by a *read magic* spell.

Trapping: This scroll can create one trap. The type of trap differs by the placement of the scroll. The scroll is destroyed when the trap is created. If placed on a floor, a hidden Pit trap is created; if on a ceiling, a Falling Block trap appears. Otherwise, a Poison Dart or Gas trap will be created. The exact trap is left for the DM's design. The trap created is quite real, and not illusory or magical.

Truth: This scroll is blank when found. The user may ask a question of any living being within 30'; the complete and true answer appears on the scroll, read from the victim's mind by a powerful version of ESP. Note that the answer is true only within the limits of the victim's knowledge. The scroll will display 1 answer per day.

7. Wands, Staves, and Rods

All notes given in the D&D Expert Sets still apply. If desired, the DM may use a larger number of charges: 3-30 (3d10) for a wand, 2-40 (2d20) for a *staff*. Rods are permanent items, and do not have nor use any charges.

Staff of Dispelling: The touch of this item has the same effect as a *dispel magic* spell from a 15th level caster, but will affect only the item or magical effect touched. Any potion or scroll touched is completely destroyed, and any permanent magic item touched becomes non-magical for 1-4 rounds (including armor and weapons). This may be permanently harmful to intelligent swords (DM's choice). Each use of the *staff* costs 1 charge.

Staff of the Druids: Any druid carrying this *staff* gains one extra spell of *each* spell level. The extra spells must be selected when the usual spells are acquired (usually during morning meditation). Each day's use of the *staff* uses 1 charge. The *staff* is a +3 weapon as well, and may be used as one (inflicting 4-9 points of damage per hit) without using any charges.

Staff of an Element: There are seven types of these *staves*; roll d% to determine the exact type found:

01-21	Staff of Air
22-42	Staff of Earth
43-63	Staff of Fire
64-84	Staff of Water
85-91	Staff of Air and Water
92-98	Staff of Earth and Fire
99-00	Staff of Elemental Power

Each *staff* is a *staff +2*, and may be used as one without using any charges, striking for 3-8 points of damage. Staves of two Elements gain all the powers of both staves, and the *staff of elemental power* has the powers of all four.

Each *staff* bestows the following powers when used on the Prime Material Plane:

1. +4 bonus to Saving Throws vs. attack forms based on that Element
2. Complete immunity to attacks by any Elemental of that type
3. Summon one 8 Hit Dice Elemental of that type per day (as the magic-user spell), each summoning costing 1 charge
4. Spell-like effects, each costing 1 charge per use:

Air: *lightning bolt, cloudkill*
Earth: *web, wall of stone*
Fire: *fire ball, wall of fire*
Water: *ice* (storm or wall)

Web is described in the Basic Set; all others are described in the Expert Set. All created spell effects are treated as if cast by a 10th level caster.

When used on the Elemental Plane of the corresponding type, the powers are quite different. Instead of the Powers given above, the following Powers are bestowed by the holder, as long as one or more charges remain in the *staff*:

1. Immunity to damage from the Plane itself, and vision to 60' range
2. Movement within the Plane at the rate of 120 feet per turn (60'/round)
3. Communication ability with any resident of that Plane
4. If attacked by a resident of the Plane, -4 bonus to Armor Class

Note that the *staff* does not itself provide the ability to breathe on the Plane; some other device or spell must also be used. However, when a *staff* is used along with a matching *ring of elemental adaptation* or *talisman of elemental travel*, all effects given above are extended to a 10' radius around the user.

Except for the *staff of elemental power*, each *staff* can be used to negate effects relating to its Opposition (see page 20), at the cost of 1 charge if the effect was produced by the opposite *staff*, or 2 charges if a normal spell was used. For example, a *staff of air* could be used to negate a *wall of fire* cast by any magic-user, at the cost of 2 charges.

A summoned Elemental may be sent back to its home Plane, with the same cost of charges (1 if produced by the opposite *staff*, 2 if conjured by spell), but the Elemental must be touched by the staff (possibly requiring a normal Hit roll).

If a *staff* is ever taken to the Plane of its Opposition, it immediately explodes, inflicting 20 points of electrical damage plus 1-8 points per charge remaining in the Staff. The explosion fills a sphere of 60' radius; all creatures within the effect may make a Saving Throw vs. Spells with a -4 penalty to the roll to take 1/2 damage. The wielder of the *staff*, however, gets no Saving Throw.

Staff of Harming: This item functions similarly to a reversed *staff of healing*, but at the cost of 1 charge per creature harmed. It inflicts 2-7 points of damage if touched to any creature (no Saving Throw); a normal Hit roll may be required. This is in addition to normal weapon damage (1-6 points), if applicable. The *staff* can also create the following

effects, with the costs noted. Each effect is identical to the reversed form of a cleric spell. Note that the use of this *staff* is a Chaotic act.

cause blindness	2 charges
cause disease	2 charges
cause serious wounds	3 charges
create poison	4 charges

Staff of Healing: In addition to the curing abilities given in the D&D Basic Set (2-7 points per touch), charges may be used to create the following effects:

cure blindness	1 charge
cure disease	1 charge
cure serious wounds	2 charges
neutralize poison	2 charges

Snake Staff: In addition to the powers given in the D&D Basic Set, charges may also be used, in either of two ways. Up to 5 charges may be spent in any round to add bonuses to the snake's Hit roll (+1 bonus per charge spent). A charge may also be spent to cure the snake while it is in combat. The user casts a curing spell (any), and spends one charge to transfer the cure to the snake. The amount of curing is determined normally; no range limit applies.

Rod of Cancellation: Any intelligent magic sword, and any +5 item may resist the effect if the user makes a Saving Throw vs. Wands. This merely indicates successful resistance, and the Rod then remains useful. A *sword +5* with intelligence gains a +2 bonus to the Saving Throw.

Rod of Ruling: This item aids in rulership. If a ruler carries it throughout his or her dominion, it adds a bonus to all Confidence Level rolls, based on the percentage of residents viewing it:

1-50%	+10	91-99%	+40
51-75%	+20	100%	+50
76-90%	+30		

When not on display, it must be kept in the ruler's stronghold. The effects last for 3 months, but may be re-shown as desired.

Rod of Health (cleric only): This item has all the powers of a *staff of healing*, but without expending any charges. It can affect any one creature only once per day, whatever the effect.

Rod of Inertia: Only a dwarf, halfling, fighter, or thief may use this unusual item. It may be used as a *spear +3* in all respects. On command of the user, it will stop, wherever it is, and cannot be moved by any means except a *wish*. A second command releases it. If the Rod is in motion when stopped, it will continue its direction when released. *For example,* it may be thrown toward a door and commanded to stop, later released if an enemy enters (a normal Hit roll is made). If the user falls, a command will stop the Rod suddenly, and the user may hold onto it.

Rod of Parrying: This *rod +5* can be used as a melee weapon, inflicting 6-13 (1d8+5) points of damage per hit (but no Strength bonus applies). It may also be used to *parry* attacks, if the user chooses this ability at the beginning of a round. When attacked in melee, the user's Armor Class gains a +5 bonus while parrying; however, this does *not* apply to missile fire. While parrying, no other action is possible except a *fighting withdrawal* (see Basic Set, page 60).

Rod of Victory: This item makes the user lucky in war (when the "War Machine" mass combat system is used; see page 16). The following bonuses apply to that system:

1. A +25 bonus applies to the Combat. Results roll (to a maximum total of 100).
2. On the Combat Results Table, if the difference in overall totals is 101 or more, the result for "91-100" is used, limiting the number of casualties.

Rod of Weaponry: This *rod +5* is only usable by a dwarf, halfling, fighter, or thief. On command of the user, it will elongate, and may be divided into two weapons of the same size, each +2. Each of those may be similarly divided into two +1 weapons. The *rod* cannot be divided accidentally, and can be reassembled simply by placing the parts together. Each weapon, regardless of size, inflicts 1-6 points of damage per hit, plus magic bonuses (but not Strength bonuses).

Rod of the Wyrm: There are three types of this Rod; roll 1d10 to determine the type, or select one:

1d10	Alignment	Dragon	AC	Breath(s)
1-5	Lawful	Gold	-2	Fire/Gas
6-8	Neutral	Blue	0	Lightning
9-10	Chaotic	Black	2	Acid

Each is a *rod +5*, and inflicts 6-13 (1d8+5) points of damage per hit (but without Strength bonuses). Once per day, the rod may be turned into a small dragon of the appropriate type. The created dragon has 30 hit points, and can only be affected by magic (weapons, spells, etc.). It will understand and faithfully serve the user of the rod to the best of its ability; it can act as messenger, steed, or guard, for example. It will fight to the death unless commanded otherwise. It knows no spells. The dragon will return to rod form on command; if slain in dragon form, however, it will not return to rod form, and is forever destroyed. Spells can be used to heal the creature, if desired (as can other magical forms of curing).

If any dragon is created by a user of a different Alignment, the dragon will attack the user immediately, fighting to the death. When this occurs, it cannot be commanded to return to rod form.

8. Rings

All guidelines and restrictions on rings given in the D&D Expert Set still apply.

Ear Ring: This ring has no effect when worn. When removed and placed against any surface (a door, chest, etc.), the user may hear any and all noises occurring within 60' of the door. Light breathing, heartbeats, and even faint breezes can be heard. The ring will function 3 times per day.

Elemental Adaptation: There are 7 different types of this ring; roll d% to determine the exact type, or select one:

01-21	Air	85-91	Air and Water
22-42	Earth	92-98	Earth and Fire
43-63	Fire	99-00	All Elements
64-84	Water		

The wearer of this ring can, when in the appropriate Elemental Plane, freely breathe and see through the gaseous element (the equivalent of air on the Prime Plane).

Holiness: This ring is only usable by a cleric or druid. If the ring is worn while spells are gained (usually during morning meditation), the cleric gains one extra spell of Levels 1, 2, and 3. (Extra spells apply only to spell levels obtainable. *For example,* a 5th level cleric would *not* gain any 3rd level spells.) If the ring is removed, the spells are forgotten (though this has no effect if the spells are already cast). In addition, a cleric (but not a druid) gains a +1 bonus to any *Turn Undead* rolls made, including the roll determining the Hit Dice of Undead *Turned*. The ring does not affect *Turn* attempts not requiring a roll.

Life Protection: This valuable ring will negate the effects of 1-6 Energy Drain attacks. If the wearer is struck by an Energy Draining Undead (or effect), charges are drained from the ring, and no levels are lost. If a single blow drains more Levels than there are charges remaining, the ring disintegrates; otherwise, it becomes a *ring of protection +1* when all the charges are used.

Memory: This ring can only be used by a spell caster. It allows the wearer to recall any one spell cast. The wearer must decide, within 1 turn of casting a spell, to recall it; the memory then reappears, and the spell is instantly "relearned." The ring can restore the memory of one spell per day.

Protection (+1, +2, +3, or +4): These rings are identical to those described in the D&D Basic and Expert Sets. The bonus applies both to Armor Class and Saving Throws. A *ring +1* may have an area effect, as described in the D&D Expert Set; however, only 10% of all *rings +1* have this power, and no more powerful ring can affect an area.

Quickness: Once each day, the wearer of this ring can move and attack at double normal rates for 1 turn. The effect is identical to the magic-user spell *haste*, but can be produced by command, not spell casting.

Remedies: Once each day, this ring will produce one remedy—a *cure blindness, cure disease, remove curse*, or *neutralize poison* spell effect. Each effect is identical to the cleric spell of the same name, and is treated as if cast by a 25th level cleric. The ring produces the effect desired when the wearer concentrates and touches the recipient.

Safety: The effect of this ring is similar to that of a *potion of luck*. If any Saving Throw is failed, the *player* of the character wearing the ring may "change fate" by announcing that his Saving Throw was successfull! The ring will negate 1-4 failed Saving Throws, and then disintegrate.

Seeing: Once each day, the wearer of this ring can see all things plainly for 3 turns, as if the cleric spell *truesight* were cast. The wearer need not be a spell caster.

Spell Eating: This ring appears and functions as a *ring of spell turning*, with one extra effect if the user is a spell caster. After one spell is cast while the ring is worn, the ring "eats" all the remaining spells memorized. The ring cannot be removed after it has eaten spells (though spells can be restudied, and safely cast) until a *remove curse* is applied by a 25th or higher level caster. This remedy only permits the removal of the ring, and does not affect its powers. A *dispel evil* cast by a 36th level caster will turn the ring into a normal *ring of spell turning*.

Survival: The wearer can survive without air, food, or drink while the ring is worn, by using charges contained within it. The ring contains 101-200 (d%+100) charges when found. By spending one charge, the user needs no food or drink for 24 hours. Survival without air requires 1 charge per hour. The ring turns black when 5 or fewer charges remain.

Truth: Three times per day, this item allows the wearer to know whether a spoken statement is true or false. If the person or creature uttering the statement *believes* it to be true, a "True" result will be obtained. By telepathy, the ring tells the wearer of its powers as soon as it is worn.

Truthfulness: This item claims to be a *ring of truth* when worn, but actually functions differently. When the wearer first tries to determine the truth of a statement, the statement will appear to be true—but thereafter, the wearer will be unable to lie. Full and completely true answers to any question must be given as long as the ring is worn. It cannot be removed until a *remove curse* is applied by a 26th or higher level caster.

Truthlessness: This item claims to be a *ring of truth* when worn, but functions in a manner opposite that of a *ring of truthfulness*—the wearer is unable to tell the truth, lying at all times. It cannot be removed until a *remove curse* spell, cast by a 26th or higher level caster, is applied.

Wishes: This item is identical to that described in the D&D Expert Set, except that to find the number of *wishes* contained, roll 1d10: 1-4 =1; 5-7 = 2; 8-9 = 3; 10 = 4.

9. Miscellaneous Items

There is no limit to the many types of items possible; the devices and effects given here are a mere sampling. You may create others if desired, with nearly any powers. However, when designing such items, keep the balance of the game in mind. If an item duplicates cleric powers, for example, it may cause clerics to become less useful in the game. Keep such items rare, and limit them by the use of expendable charges, lest they adversely affect your game.

Boat, Undersea: This item appears identical to a standard riverboat (Expert Set, page 43), and can be used as one. As it is magical, however, its Armor Class is 4, and it has 40 hull points. No rowers or sailors are required, if the command words are known. It will obey commands to start, stop, turn to port (left), turn to starboard (right), stop turning (while keeping the same speed), submerge, level off, and surface. When underwater, the boat radiates a *water breathing* effect, protecting all passengers and crew as long as they touch it. The *undersea boat* can be fitted with grips so that the passengers can avoid drifting away.

(The DM may wish to create magical boats which travel only on ice, sand, in the air, and so forth.)

Chime of Time: This simple metal stick is 3 inches long, made of a silvery metal. On command, it will keep track of time, chiming every hour on the hour—but the chime can be heard by all within 60′ (regardless of intervening walls, rock, etc.). If dampened by a *silence 15′ radius* spell, the chime will dispel the *silence* but be damped to 30′ range for that turn. A second command will cause it to turn color: the chime then turns gold at one end, the color slowly spreading to the other end in the hour's time. A third command word causes the chime to stop ringing—but not until 1 turn elapses after the command.

Eggs of Wonder: These strange items are the size of chicken eggs, but may be of any color. An egg breaks when dropped or thrown (to 60′ maximum range); in the following round, a creature emerges from it and grows to normal size, thereafter obeying the thrower of the egg to the best of its ability. (Note that the creature must be able to hear the user's commands.) The creature will disappear after 1 hour of existence, or when slain. To determine the type of creature appearing, roll 1d12; the Basic Set contains all the needed descriptions. The creature appearing is never determined until the egg breaks. The DM may add other creatures.

1	baboon, rock	7	cat, panther
2	bat, giant	8	ferret, giant
3	bear, black	9	lizard, gecko
4	bear, grizzly	10	lizard, draco
5	boar	11	snake, racer
6	cat, mountain lion	12	wolf, normal

Lamp of Long Burning: This item is identical to a normal adventurer's lantern. It is made of metal, with a lower compartment for oil, a handle, and shutters around the body to protect the flame from wind. When filled with oil and lit, as a normal lantern, it will burn and shed light without using any oil. If the flame is ever doused by water, the *lamp* becomes non-magical.

Lamp, Hurricane: This item appears and functions as a *lamp of long burning* in all respects, but only after its storm has passed, as described hereafter.

It is always closed when found. When the shutters are opened, violent gusts of wind and rain come from the lamp, dousing the holder (who gets no Saving Throw) and all others within 30′. This "hurricane" lasts for 3 rounds; each victim must make a Saving Throw vs. Spells, and all those failing are knocked over from the winds. If this occurs, every item carried (except for body clothing and/or armor, but including caps, gloves, treasure, etc.) is blown about, landing scattered within 60′. A successful Saving Throw indicates that the victim has fallen to the ground in time, tightly grasping all items carried. The *hurricane lamp* may thereafter be used as a *lamp of long burning* for the remainder of the day. It resets its Hurricane every 24 hours, which must again be triggered before the lamp can be of other use.

Muzzle of Training: This item is a device of leather straps with metal buckles, and may be fastened over the mouth of any animal or

monster with a bite attack. It will magically expand or contract to fit the creature, and the victim can breathe, but cannot bite (or talk) while wearing the muzzle. The muzzle will lock in place with a command word (treat as a *wizard lock* by a 15th level caster), and will unlock and fall off with a second command. The muzzle can be commanded as often as desired.

Nail, Finger: This item appears identical to the common iron nail of medieval carpentry, 1-4 inches long and very crudely made. It may easily be overlooked if found with other construction materials, unless a *detect magic* spell is used. When commanded to function, it disappears. When the user next tries to avoid the attention of an enemy (by hiding, *invisibility*, etc.), the nail reappears as a large glowing finger, pointing at the character for 1-6 rounds. The *finger nail* may reappear during each similar attempt thereafter (25% chance for each), but a *remove curse* will cause it to vanish forever.

Nail of Pointing: This item appears identical to a common carpentry nail. If the command word is known, the user may cause it to point at any non-magical item named (door, stairway, gold piece, etc.); the nail then turns into a finger of bones, and points toward the closest item of that type. It will continue to point at that item for 1 turn, and then returns to nail form. There is no limit to the range of the nail's detection, but it cannot detect living or Undead creatures of any type, nor any magical item or spell effect. The *nail of pointing* will function once per day.

Ointment: This white creamy salve is found in a small wooden box with a cotton swab. If the entire contents of the box are rubbed on any part of the skin of the recipient, a magical effect is produced. All ointments look, smell, and taste the same.

To determine the type found, roll 1d6:

1. *Blessing:* This salve gives the recipient a -2 bonus to Armor Class and a +2 bonus to all Saving Throws for 1 turn.
2. *Healing:* This salve cures 4-14 points of damage.
3. *Poison:* This salve seems to be *ointment of blessing*, but forces the recipient to make a Saving Throw vs. Poison, with a -2 penalty to the roll, or die.
4. *Scarring:* This salve seems to be *ointment of healing*, but instead inflicts 2-12 points of severe burn damage, which can only be repaired by *ointment of soothing*, a *cureall* spell, or a *wish*.
5. *Soothing:* This salve cures the recipient of all burn damage, whatever the amount, and whether magical or normal.
6. *Tanning:* This salve causes all the recipient's skin to turn a bright color. The effect cannot be removed, but will gradually wear off in 1-4 months.

Pouch of Security: This item is the size of a large sack (capacity 600 cn). Any attempt at stealing the Pouch causes it to scream "I am being stolen!" (in the Common tongue) repeatedly for one hour. Its cries can be heard to 120'. If its owner holds it and commands it to be quiet, it will obey, but will repeat its cries if stolen again.

Quill of Copying: A quill is a large feather which can be dipped in ink and used as a writing implement. This quill may be commanded to copy any spell on a scroll. It will copy only one spell per week at most. The original scroll must be burned, and the ashes mixed with rare ink (of 1,000 gp cost). The quill is then placed on a blank scroll, along with an inkwell containing the prepared ink. Upon command, the quill starts to write, creating two identical spells on the scroll instead of the single original. If the scroll burnt contains two or more spells, only one spell will be copied, either the lowest level spell or (if both are the same level) a randomly selected spell. The quill will not copy *protection* scrolls, nor any other writing except spell scrolls.

Unfortunately, there is a 25% chance per use that the quill will blot, spoiling the entire scroll upon which it is writing. The blot cannot be removed from the parchment by any means but a *wish*.

Slate of Identification (spell caster only): This valuable device can identify magic items of most sorts. It is a piece of slate (stone) held firmly in an ornate wooden frame, usually about 3 feet square (though slates of many sizes are possible, both larger and smaller). The user holds the slate horizontally and places a magic item upon it. When the item is lifted off, the name of the item appears on the slate. If an item has command words, one will appear on the slate with each identification. The slate will only repeat itself when all the command words have been revealed.

The slate is easily fooled by *cursed* or otherwise unuseful items. It cannot detect a number of charges or a special ability. A *potion of poison* will be mistakenly identified as some other type. Any *cursed* item will be identified as a normal item. (These guidelines should be strictly followed, lest the mystery of such items found be ruined.)

The slate may expend up to 10 charges per day; items require the following numbers of charges per use.

Temporary magic items:

Potion:	2	Missile:	3
Wand:	4	Staff:	5

Permanent magic items:

Any permanent magic weapon:	6
Armor or Shield:	7
Ring or Rod:	8
*Minor miscellaneous item:	10
*Major miscellaneous item:	Special

** The DM's judgment is required as to the value and frequency of such items in the campaign. A "major" item might be identifiable, but only by making the slate useless for 1-4 days.*

Talisman of Elemental Travel: There are 5 types of talismans. Roll 1d10 to determine the exact item found:

1-2	Lesser Talisman of Air
3-4	Lesser Talisman of Earth
5-6	Lesser Talisman of Fire
7-8	Lesser Talisman of Water
9-10	Greater Talisman (all Elements)

Lesser Talisman: This item is an engraved round amulet, and may be found on a chain. It is engraved with a triangle in the center, and a symbol above it (one of the 10 symbols of the Elemental ranks). On the Prime Plane, the user may press the central symbol while casting a *conjure elemental* spell; the talisman will reverse the effect, sending the wearer into the appropriate Elemental Plane.

While wearing the talisman, the user can breathe Elemental matter as if it were pure, clean air, and gains vision (normally 120'-1200' range, depending on conditions).

Greater Talisman: This item is similar to a *lesser talisman* in powers, but applies to all the Elemental Planes. It is engraved with the four triangle symbols of the Planes, meeting in the center. The 10 symbols of all the Elemental ranks are inscribed around the edge. If the proper command words are known, the wearer may also force an Elemental being to obey instructions. This uses one charge, and the talisman can expend up to 10 charges per trip into an Elemental Plane.

Wheel of Floating: This item appears identical to a normal wagon wheel, but enables any wagon upon which it is mounted to float on water. One *wheel of floating* allows a wagon to be towed across a river or stream, carrying up to 10,000 cn weight without sinking. Each additional *wheel* allows 5,000 cn more weight to be carried, to the normal maximum for the wagon of 25,000 cn. Swamp travel is also possible, but at very slow movement rate unless some water-type draft animal is available.

A *cursed wheel of floating* will, when reaching the center of any river or stream, become stuck at that point, and cannot be moved until a *remove curse* is applied by a 15th or higher level caster. This allows progress to continue, but the *curse* will remain until the wheel is destroyed.

Wheel of Fortune: This strange device is 10′ in diameter, mounted on a stand or wall fixture and easily rotated. It is decorated with a black and white pattern of wedges, all intersecting at the center, where a green arrow is mounted; the arrow does not turn with the wheel. Near the rim, each black wedge is adorned by a white skull, and each white wedge by a red heart. If the wheel is spun (easily done by any creature of 3 Strength or more), it rotates for 3 rounds and then comes to rest, with the green arrow pointing at one of the wedges, either black or white (at equal chances for each). However, a *charmed* creature cannot move the wheel, and any one user can spin the wheel only once per day.

If the wheel has spun freely for the 3 rounds, not touched or interfered with in any way, a magical effect occurs, determined by the result of the spin. The wheel cannot be affected by magic of any kind, including *telekinesis*, and cannot be damaged in any way! Any *wish* used to affect the wheel will cause the wheel to vanish, whatever the *wish*. The wheel cannot be moved except by a creature of 26 or more levels (or hit dice). The wheel weighs 20,000 cn.

White Wedge (roll 1d6):

1. Gold pieces (1,000) appear.
2. Gems (10 garnets) appear.
3. Jewelry (1 brooch) appears.
4. One misc. magic item appears.
5. One ability score rises by 1 point (maximum score 18).
6. Prime Requisite or Constitution rises by 1 point (maximum score 18).

Black Wedge (roll 1d6):

1. One ability score drops by 1 point (minimum score 3).
2. Prime Requisite drops by 1 point.
3. Constitution drops by 1 point.
4. Least valuable magic item carried disintegrates.
5. All non-magical items, except for normal clothing, disintegrate.
6. Die (no Saving Throw).

The DM may select or randomly determine the results of the spin. If desired, the wedges may be numbered from 1-20 or 1-100, and a chart may be made with more results.

Wheel, Square: This odd "wheel," the size of a normal wagon wheel, is useless on roads and other flat terrain, as it is perfectly square. However, when mounted properly on a wagon, it magically allows movement through mountain and desert terrain where there is no road. A wagon with one *square wheel* can be pulled by 2 horses and moves at 20′/turn; with two wheels, 30′/turn; with three, 40′/turn; and with four, the normal rate of 60′/turn is possible.

10. Armor and Shields

1. Find the Armor size, using *Table 10a.*
2. Find the Armor type, using *Table 10b.*
3. Find the Armor Strength on *Table 10c.*
4. Check the Chance of Special on Table 10c. Use *Table 10d* to find the exact type.

Shield Size and AC: Human, dwarf, or elf shields are as "normal sized." A halfling shield offers no protection to others, but a normal-sized shield may be used by anyone. A giant shield is double normal size, for a -2 bonus to Armor Class.

Special Armor or Shield

All special powers can be used once per day at most, unless noted otherwise. When using armor and a shield that are both Special, only one effect can be used per round, unless noted otherwise.

Absorption: If the user is hit by a blow that would cause an Energy Drain, the armor or shield absorbs the draining effect, and only the normal damage affects the user. Each energy drain causes the loss of one "plus" of strength from the armor or shield. When reduced to zero "plusses," the item crumbles to dust. The normal limit of one use per day does not apply. This Special power is not under the control of the user; a character cannot choose to suffer the Energy Drain and leave the item intact.

Charm: When the user is hit by an opponent, the attacker must make a Saving Throw vs. Spells or become *charmed* by the user (as the magic-user spell *charm person* or *charm monster*). If a hand-held weapon is used in the attack, the attacker gains a +4 bonus to the Saving Throw. Only one victim can be *charmed* each day, but any number of Saving Throws may be made before the *charm* is successful.

Cure Wounds: The armor or shield can cure 1/2 of the damage the user has incurred. It can only cure the user, not another creature, and cannot affect poison, disease, or any other damage but wounds.

Electricity: The armor or shield can, on command of the user, become charged with magical electrical force. If the user is hit while "charged," the attacker takes 6-36 points of electrical damage. The attacker may make a Saving Throw vs. Spells to take 1/2 damage, and if a weapon is used in the attack, a +4 bonus to the Saving Throw applies. The armor or shield may be charged or neutralized as often as desired, by using command words, but can only cause damage ("discharge") once per day.

Energy Drain: The armor or shield can become "charged" on command, as described under "Electricity" (above), but instead of inflicting damage, causes the loss of 1 of the opponent's levels or Hit Dice (as if a wight). The same Saving Throw applies (possibly with bonuses), and if made successfully, the Energy Drain does not occur. The item can Drain 1 Level or Hit Die per day, but any number of Saving Throws may be made before this occurs.

Ethereality: The user may become ethereal on command, and may remain ethereal for as long as desired. The user may return to the Prime Plane when a second command word is spoken. Each command word may be used once per day.

Fly: When commanded, the armor or shield creates a *fly* spell effect on the user, which lasts for 12 turns. The user may then travel in the air at up to 360′ per turn (120′ per round) by mere concentration (as the 3rd level magic-user spell).

Gaseous Form: This valuable armor or shield enables the user to turn into a cloud of gas (as the *potion of gaseous form*), including all equipment carried (unlike the potion). The user can remain gaseous for up to 6 turns, and can return to normal form by mere concentration.

Haste: When commanded, the armor or shield creates a *haste* spell effect on the user, allowing double normal movement and number of attacks (as the 3rd level magic-user spell). The *haste* lasts for only 1 turn.

Invisibility: When commanded, the armor or shield makes the user *invisible*, as if the 2nd level magic-user spell were cast. In

ENCUMBRANCE OF ARMOR OR SHIELD

Armor Type	AC	Magical Item (by size) Hfg	Dwf	Elf	Hum	Gnt	Normal Item
Shield	(-1)	70	80	90	100	200	100
Leather	7	50	70	90	100	150	200
Scale	6	65	85	110	125	190	300
Chain	5	75	100	130	150	225	400
Banded	4	90	115	150	175	260	450
Plate	3	100	130	170	200	300	500

addition, the armor or shield can itself become invisible 3 times per day, on command of the user.

Reflection: If a *light* or *continual light* spell is cast at the user, the armor or shield will automatically reflect it back at the caster, who must make a Saving Throw vs. Spells or be blinded (as given in the spell descriptions). The item will reflect up to 3 spells per day. In addition, when the user is in melee against a creature with a gaze attack, the chances of gaze reflection are the same as if a mirror were held, but without the -2 penalty to the user's Hit rolls (which represents the awkwardness of holding the mirror).

Remove Curse: This armor or shield cannot itself be *cursed* when found. When commanded, the item will create a *remove curse* spell effect on the user (only) as if a 36th level caster (automatically removing one curse). NOTE: This item will function a total of three times, at a maximum rate of once per day. After its 3 charges are used, no other special abilities remain, and it cannot be recharged; the item does remain magical, regardless of charges.

11. Missiles and Devices

1. Find the type of missile or device on *Table 11a*. Note the Weapon Class.
2. Find the Weapon Strength on *Table 11b*, using the column for the Weapon Class.
3. Check the Chance of Bonus given on *Table 11b*. Check only once for each type of Missile or Device.
4. Is the item a Missile or a Device?

Missile: If a Bonus applies, determine the type, using *Table 11c*. Use *Table 11d* to determine the number of missiles found. If a Bonus applies, divide the number found by 2 (rounding up); all the missiles have the same Bonus.

Device: Check for Extra Range, using *Table 11e*. If a Bonus applies, use *Tables 14a-c* to find the exact type.

New Weapons: The new missile fire devices described in this set (blowgun and heavy crossbow) are included in the Tables. If you do not wish to use these weapons, roll again if one is indicated.

Extra Range (Devices only): Roll 1d4, and add the Weapon Strength to the result. Find the total on *Table 11e*, and multiply each maximum range figure (for short, medium, and long range) by the number given. Make a note of the new ranges, for quick reference during the game.

Combined Effects: If both a missile and a device have "plusses," the *total* of the bonuses applies in all cases. *For example,* normal arrows shot by a *longbow +1* can harm gargoyles (which are damaged only by magic).

Missile Bonuses (Missiles only): A magical missile normally becomes non-magical after one use, whether or not the attempt hits a target. However, if the missile has a Bonus, a missed shot will *not* always destroy the magic, unless noted otherwise in the following descriptions. Usually, if the missile is retrieved after a missed shot, it may be reused.

Biting: When the missile hits, it turns into a poisonous snake. In addition to normal damage, the victim hit must make a Saving Throw vs. Poison or die (or, at the DM's choice, take extra damage; 2-12, 2-20, or 2-40 are recommended amounts).

Blinking: The missile will not hit any friend of the user, "blinking" in and out of existence until it reaches an enemy. (If the sight of the enemy is blocked by friends, a penalty may apply to the Hit roll).

Charming: The victim hit must make a Saving Throw vs. Spells or be *charmed* by the user (as the *charm person* or *charm monster* magic-user spell).

Climbing: This bonus only functions if the missile is shot at an object. The missile securely fastens itself to any object hit, and then creates a magical 50′ rope, issuing from one end. The rope will support any weight of climbers, and disappears 1 turn later or upon command of the user. The missile cannot be moved after it hits, and disappears when the rope does.

Curing: This missile is obviously blunt, inscribed with a holy symbol. When it hits a living creature, it does not inflict damage. Instead, it *cures* 2-12 points of damage plus 2 extra points for each "plus" of the missile.

Disarming: This bonus will only function if the victim hit is holding a weapon or other item. The victim must make a Saving Throw vs. Spells or drop the item. A dropped item may normally be recovered in 1 round (unless it falls into a pit or chasm, or if someone else grabs it, etc.).

Dispelling: When this missile hits, it creates a *dispel magic* effect centered on the point of impact (a 20′ cube), as if cast by a 15th level caster.

Flying: This missile can be shot to a range 5 times greater than normal. If the Missile Fire Device is not magical, use the following ranges:

Sling Stone	200/400/800
Arrow, Short Bow	250/500/750
Arrow, Long Box	350/700/1,050
Quarrel, Light Crossbow	300/600/900
Quarrel, Heavy Crossbow	400/800/1,200

If the Device is magical, the effect is cumulative; multiply each maximum range (determined for the device) by five.

Lighting: The missile can create a *light* spell effect (30′ diameter) either upon command or when it hits a target. If a creature is hit, the victim must make a Saving Throw vs. Spells or be blinded by the light (as if the spell had been cast at the eyes). The missile disintegrates when the *light* is created.

Penetrating: This missile cannot be slowed by underbrush, webs (normal or magical), or other forms of cover. The victim's Armor Class is not modified by cover of any sort.

Refilling: This missile has no special effects when shot. If left in a container (quiver, sack, etc.) with other missiles of the same type, it will magically create 1-20 more missiles (of normal type, not magical) each day.

Screaming: This missile's effect occurs when it is shot, even if it misses the target. As it travels through the air, the missile produces a loud cry, causing all within 30′ of its path to check Morale. If the Morale check is failed, the victims will retreat in fear for 1-8 rounds.

Seeking: This bonus will only function when the missile is shot at an object. It will automatically hit any one target object within range, as long as a path of travel is clear. It may be used as a missile of Disarming, if desired, or to sever a normal rope, pierce a sack, push a button, trigger a trap, etc. It will automatically miss any creature at which it is aimed.

Sinking: When shot at a water craft of any sort, this missile inflicts 11-20 (1d10+10) Hull Points of damage when it hits. (The Armor Class of the vessel is used, as if the shot were a Ramming or Catapult attack; see the D&D Expert Set, page 43.)

Slaying: Use *Table 14b* to find one type of Opponent. When that opponent is hit by this missile, the victim must make a Saving Throw vs. Death Ray or die, instantly reduced to 0 hit points.

Speaking: This missile will miss any creature at which it is shot. It is used for communication. The user may give the missile any message of 20 words or less, and then shoot it, either naming a place within 10 miles or aiming at a target. The missile will automatically land on the floor or ground in the target area, and will repeat the message aloud.

Stunning: The victim hit by this missile must make a Saving Throw vs. Spells or be *stunned* for 1-6 rounds. A *stunned* victim cannot concentrate, and suffers a -2 penalty to Saving Throws, a -4 penalty to Hit rolls, and a +4 penalty to Armor Class.

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Teleporting: A victim hit by this missile must make a Saving Throw vs. Spells with a +2 bonus to the roll, or be *teleported* to a point 1-100 miles away, with the direction and distance determined at random. Unlike the effect of the magic-user spell, the victim cannot arrive in the air or within a solid object.

Transporting: A victim hit by this missile must make a Saving Throw vs. Spells or be sent to a point up to 360' away, as determined by the user of the missile. The effect is identical to the magic-user spell *dimension door*, and cannot cause the victim to appear within a solid object. (See the spell description in the Expert Set, page 13).

Wounding: When this missile strikes a target creature, it inflicts normal damage. In addition, it causes the loss of 1 hp per round thereafter until magical curing is applied (a potion, *cure* spell of any type, etc.). However, any Undead creature or construct (golem, living statue, etc.) cannot be wounded in this way, and only suffers the initial damage.

12. Swords

1. Find the sword type (Table 12a). Note the Weapon Class, which determines the column used in step 2.
2. Find the sword Strength (Table 12b). Check the Chance of Bonus (a given percentage). If a Bonus is present, *check again*; up to 3 different Bonuses may apply to one sword. When the number of Bonuses is known, use *Tables 14a-c* to find the exact types.
3. Find the sword Intelligence, if any (Table 12c). Use the details given in the Expert Set (pages 59-60) to find alignment, powers, details on Control Checks, and so forth. If desired, the Ego may be determined by using 1d20 instead of 1d12.

13. Miscellaneous Weapons

1. Find the type of weapon on *Table 13a*. Note the Weapon Class, for use in step 2.
2. Find the Weapon Strength on *Table 13b*, using the column for the Weapon Class. Check the Chance of Bonus (a percentage). If a Bonus is indicated, *check again*; a maximum of 2 Bonuses may be applied. Use *Tables 14a-c* to find the exact Bonuses.

New Weapons: The new weapons described in this set (blackjack, bola, net, and whip) are included in the Tables. If you do not wish to use these weapons, roll again if one is indicated. If you *do* wish to add a trident, do so in place of a normal spear.

Returning Weapons: This type of hand-hurled missile weapon will return to the user if it misses the target. This type is sometimes called a "boomerang" weapon. If it misses, it returns at the end of the same round, and may automatically be safely caught by the character throwing it (unless the user is paralyzed, confused, immobile, etc.). If it hits the target, the weapon does *not* return by itself.

Intelligence: Unlike swords, Miscellaneous Weapons are not normally intelligent. If desired, *Table 12c* may be used, but a penalty of -6% should be applied to the roll; only swords should be able to attain 10 or greater intelligence.

14. Weapon Bonuses

Weapon Classes

Magic weapons must be made by a special procedure, usually performed by a Magic-user working with a blacksmith or armorer. "Weapon Class" is a measure of the difficulty of their construction. The Weapon Type charts give the Weapon Class for each weapon. Generally, Class A weapons are small and temporary magic items, the most frequently found; Class D weapons are the largest and rarest.

The DM may invent other new weapons, as desired. Each new weapon must be given a Weapon Class. The following notes will help in that procedure:

Class A weapons are temporary items; they normally become non-magical when used once, even if the Hit roll indicates a miss.

Class B weapons include all hand-hurled missiles (javelin, spear, etc.) and small melee weapons.

Class C weapons are the larger hand-held items, including short swords and normal swords.

Class D weapons are the two-handed items (including the bastard sword), including all missile fire devices.

Designing Special Weapons

Instead of randomly determining results, you may wish to select them with a theme or purpose in mind. *For example,* if you want to place a special weapon for a cleric, you could select a mace or hammer from the Miscellaneous Weapons Table (13a), select a bonus against Undead (Table 14a), and give it a Talent for *deflecting* Energy Drains (Table 14c). In this way, you can provide the tools the characters will need for completing special adventures in the campaign.

Remember that the weapon will remain after the crisis is solved. Though the weapon can be later removed from the game (by using thieves, special damage, or various magical means), you should avoid placing items which are too powerful, and may cause problems later.

Note: This section is *not* used for missiles; see *Table 11c*.

The typical weapon Bonus is an increased strength against a specific opponent. However, some weapons have a special ability, called a *Talent*, which may be a spell or some other effect. Swords are more likely to have a Talent than other types of weapons; intelligence is not necessary for Talent.

A weapon may have more than one Bonus. If one is indicated, check the same percentage again. A sword may have up to 3 different Bonuses; a Miscellaneous Weapon or Missile Fire Device may have two. When finding the exact Bonus or Talent, re-roll any duplicate results.

Strength Bonus vs. Opponent: This is an extra number of "plusses" when the weapon is used against a specific opponent (for example, a sword +1, +2 vs. enchanted monsters). The amount of the bonus may be 1-5 "plusses" greater than the normal strength of the weapon, as determined by *Table 14a*.

Talent: Some weapons can create spell effects or have other useful abilities. All Talents are explained below.

Explanations of Opponents and Talents

Opponents (Table 14b)

You may add other opponents, if desired. If so, be careful not to upset the balance of the game.

Bugs includes all normal and giant-sized forms of arachnids (spider, tick, scorpion, etc.), insects (ant, beetle, fly, etc.), and chilopods (such as centipedes).

Constructs includes all created monsters, such as living statues or golems. Gargoyles are also included.

Dragons includes all normal colors and sizes, plus the chimera, hydra (all types), salamander, and wyvern.

Enchanted monsters are those creatures which cannot be hit by normal or silver weapons.

Giants includes ogres, all normal giants, cyclopes, and other giant-sized humanoids (possibly a character who has consumed a *potion of growth*.).

Lycanthropes includes all types of were-creatures, whether in animal form or not. This includes all characters afflicted with lycanthropy.

Other-planar creatures are those who come from the elemental, ethereal, astral, or outer planes. All types are included.

Regenerating creatures includes all creatures that regain more than 1 hit point per day by rest or other means. This includes any creature wearing a *ring of regeneration*.

Reptiles includes all normal and giant-sized forms of lizards, snakes, turtles, crocodiles, and dinosaurs.

Spell-immune creatures are those who are immune to 1 or more spell *levels*, as specified in the monster descriptions (such as haunts). This does *not* include creatures that are immune merely to certain specific spells (such as the Undead immunity to *sleep, charm*, and *hold*).

Spell users include all clerics, elves, magic-users, and other creatures able to use spells (such as Paladins, Spirits, etc.).

Undead includes all types, both land and water, from skeleton to lich.

Water-breathing creatures are all those able to breathe water, including characters under the influence of a *potion* or *ring of water breathing*. Note that aquatic mammals (whale, dolphin, etc.) breathe air, and are not included.

Weapon-using creatures applies only to opponents with weapons in hand (not claws) at the time of the melee. For example, a vampire wielding a special sword would be affected by the Bonus, but would not be affected if it were attacking only with its bite.

Talents (Table 14c)

General Note: All Talents may be used only once per day unless noted otherwise. Talents which duplicate spell effects are *not* actual spells, and require no verbal casting nor concentration. The use of a Talent occurs in the *magic spells and items* phase of a combat round.

Breathing: The weapon can create either one *water breathing* spell effect per day, or one *air breathing* effect per day. *Air breathing* supplies the user (only) with pure air for 1 turn, and can be used to counter the effects of airlessness, poisoned air (such as a gas trap), and so forth; however, it *cannot* negate the effects of any breath weapon.

Charming: The weapon can create one *charm person* spell effect per day, to 120′ range (as the 1st level magic-user spell).

Deceiving: The weapon may be commanded to change the appearance of the user. The size cannot be changed, but facial features, equipment carried, etc. can all be modified. This is only an illusion; the real user remains intact. The weapon must be held to create the disguise (unsheathed, in the case of edged weapons), and cannot disguise itself.

Defending: The Strength of the weapon may be used normally (applying to Hit and damage rolls), or as a bonus to the Armor Class of the user. A Missile Fire Device cannot have this talent (roll again).

Deflecting: If the user is hit by a blow that would cause an Energy Drain, the weapon may be used to automatically deflect the blow. After the attacker hits, the user may decide whether or not to *deflect* the blow. If used to *deflect*, the weapon absorbs the effect of the Energy Drain; one "plus" is drained from the weapon for each Energy Drain negated. If an Energy Drain deflected reduces the "plusses" to below zero (such as a +1 weapon *deflecting* a spectre attack), the weapon disintegrates; the "extra" Drain does *not* affect the user. If a Missile Fire Device has this talent, it must be held in hand to deflect the blow (and is useless in melee range).

Draining: Upon command, the weapon can drain 1 level or Hit Die when it strikes an opponent (as if a wraith), in addition to normal damage. The command may be spoken after the Hit roll is made. The weapon can drain 5-8 levels or Hit Dice in all, and then loses this ability forever. Energy Drain cannot affect any creature that has Energy Drain powers (wight, wraith, spectre, etc.). If a Missile Fire Device has this talent, it may be applied to any missile shot, but each level drained also drains 1 point of Strength (one "plus") from the device. If the device becomes non-magical because of this loss, it loses the ability to Energy Drain, as well.

Extinguishing: The weapon is cool to the touch. When used against a fire-using creature (such as a red dragon, fire elemental, etc.) the Strength (number of "plusses") of the weapon is doubled. In addition, the weapon will douse a normal fire if thrust into it. It has no effect on magical fire. If a Missile Fire Device has this talent, it applies to all missiles fired instead of to the device itself.

Finding: The weapon can create one *locate object* spell effect per day, to 120′ range (as the 2nd level magic-user spell).

Flaming: The point or edge of this weapon will blaze with flames on command. The flames will not harm the weapon or the user, but add a +2 bonus to Hit rolls against hippogriffs, pegasi, rocs, and trolls, and a +3 bonus against treants and Undead monsters. The bonus applies both to Hit and Damage rolls. The flame may easily be used to light a torch, lantern, or other flammable item. If a Missile Fire Device has this talent, it applies to all missiles fired instead of the device itself.

Flying: This weapon can fly in the air and attack by itself. In battle, it must first be used normally at least once. If then commanded to fly, it will continue to attack the same opponent for 3 more rounds, returning to its master after that time (or when commanded to return). Its Hit rolls are made as if it were wielded normally, based on the class and level of the user. If a Missile Fire Device has this talent, it creates normal missiles as it shoots; it cannot be supplied with missiles.

Healing: The weapon may create one *cure serious wounds* spell effect per day, curing the user (only) of 4-14 points of damage (as the 4th level cleric spell).

Hiding: The weapon may create one *invisibility* spell effect on the user (only) when commanded to do so. In addition, the weapon can itself become invisible 3 times per day.

Holding: The weapon may create one **hold person** spell effect per day, to 180′ range (as the 2nd level cleric spell).

Lighting: The weapon can create one *light* spell effect per day, to 120′ range and lasting for 6 turns (similar to the 1st level magic-user spell).

Silencing: The weapon may create one *silence 15′ radius* spell effect per day, to 180′ range (as the 2nd level cleric spell).

Slicing: This talent applies only to edged weapons (sword, dagger, etc.). If any other weapon type is being checked, roll again. If the Hit roll is 19 or 20 *counting the weapon strength but no other bonuses*, the opponent struck must make a Saving Throw vs. Death Ray or be struck dead with one blow, instantly reduced to zero hit points. If the Saving Throw is successful, the victim still takes triple normal damage from the blow. *No special bonuses apply when the weapon is used against Constructs or Undead creatures of any sort.*

Slowing: When a successful hit is made, the weapon can cause the opponent struck to become *slowed* (as the reverse of the 3rd level magic-user spell *haste*) for 1 turn (no Saving Throw). The user may decide whether or not to use this effect *after* the swing hits.

Speeding: The weapon will, on command, create a *haste* spell effect on the user (only). The user may then move at double normal speed, and attack twice per round, for 1 turn (similar to the 3rd level magic-user spell).

Translating: The weapon will, on command, enable the user to understand any and all languages heard. The ability lasts for 6 turns.

Watching: The weapon may be commanded to watch for any one monster type or race. The weapon can then sense the presence of the creatures specified, and will vibrate slightly if one or more of the named creatures comes within 60′ of it. The vibration will silently alert the user. A specific creature cannot be named, only a race or monster type, and the weapon can only sense one race or type per day, even if none are sensed.

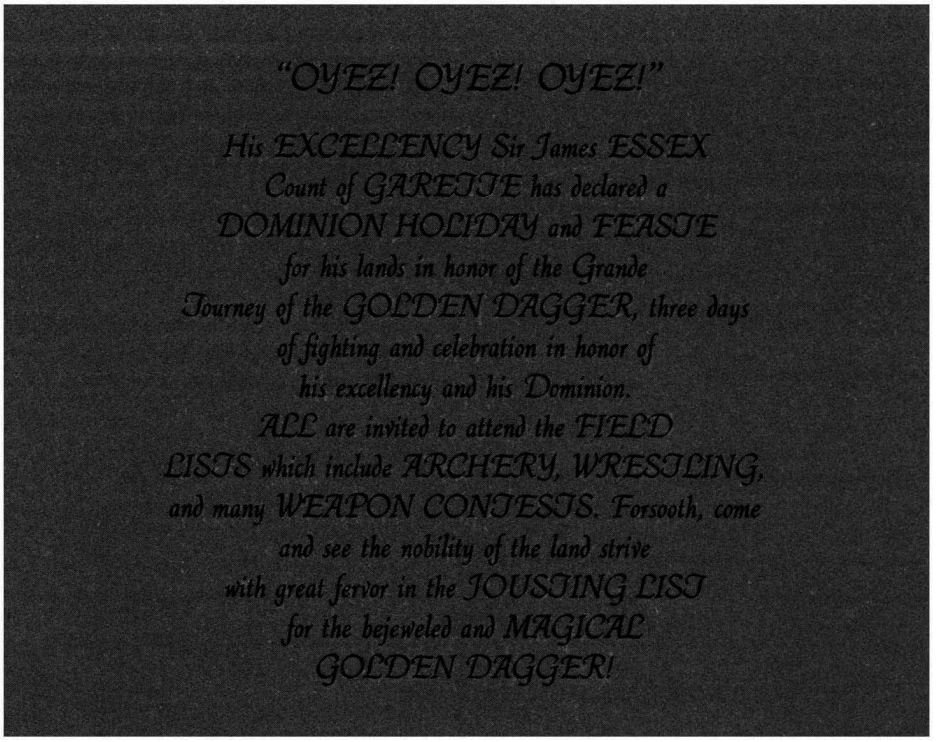
Wishing: The weapon will grant 1-3 *wishes* to the user (as explained in the D&D Expert Set).

The following scenarios are designed to fit any Campaign, whether or not the D&D world given in these sets is used. They will give the DM and players practice in dominion Tournament rules, Unarmed Combat, and the War Machine. They should provide several exciting games.

1. The Golden Dagger

This adventure illustrates the use of the guidelines for Tournaments (page 6). Any level of character may participate.

This is the scroll read throughout the dominions of the County of Garette. NPC rulers will attend by invitation, and PC rulers in the Campaign are invited. All other PCs are welcome. You may place the County of Garette in any of your structured Dominions, changing any material as needed, or may change the name to match an existing NPC dominion.


"OYEZ! OYEZ! OYEZ!"
His EXCELLENCY Sir James ESSEX
Count of GARETTE has declared a
DOMINION HOLIDAY and FEASTE
for his lands in honor of the Grande
Journey of the GOLDEN DAGGER, three days
of fighting and celebration in honor of
his excellency and his Dominion.
ALL are invited to attend the FIELD
LISTS which include ARCHERY, WRESTLING,
and many WEAPON CONTESTS. Forsooth, come
and see the nobility of the land strive
with great fervor in the JOUSTING LIST
for the bejeweled and MAGICAL
GOLDEN DAGGER!

Nobility Attending

Count Sir James tries to make a good impression, bringing:

5 Knights (F 10, 12, 14, 18, 25)
Each Knight's squire (F 2, 2, 3, 4, 5)
4 Squires (F 1, 2, 3, 5)
And 30 men-at-arms (NM, AC 4, swords)

Another Count and a Baron, with escorts, will attend the Tournament:

His Excellency Sir Niles Count Douglass (F 22) comes with:

3 Knights (F 9, 12, 20)
Each Knight's squire (F 1, 1, 3)
3 Squires (F 2, 3, 5)
And 20 men-at-arms (NM, AC 5, swords)

His Excellency Sir Mark Baron Acres (F 17) comes with:

2 Knights (F 12, 14)
Each Knight's squire (F 2, 3)
2 Squires (F 2, 4)
And 10 men-at-arms (NM, AC 4, swords)

The Nobles and Name Level characters (the Knights) count toward the feast costs, but the others do not.

Knights Attending

A Count draws 6 NPC Knights to attend the Lists (according to the chart on page 6, of levels 10-21 (1d12+9):

Francoise de Gras (F 21, L)
Sir John of Celtar (F 20, N)
Sir Goodson (F 19, C)
Sir Guy de Gax (F, 17, N)
Madam Orimarr (F 15, L)
Madam Thrush (F, 13, C)

Sir Goodson claims to be a Paladin, but is an Avenger; he will try to win by using a magic *sword +3*. There is a 10% chance per contest that someone will be rude enough to use a *detect magic* spell near the "Paladin" (not counting PC actions), which would reveal the weapons' enchantment; thus, the deceit will probably go unnoticed.

Sir Goodson has one "squire" who is actually a 7th level thief. The "squire" will actively practice his trade among the Tournament crowds. Each other Knight brings 1-3 squires (Fighters, levels 1 to 5).

Costs

Holidays: The three days of the Tournament include only one Holiday for the peasants, of course. There are 300 peasant families within Sir James' County; thus, he deducts 1,800 gp (1 gp per peasant, or 6 gp per peasant family) from his Tax income for the month, to account for the Holiday.

Feasts: Sir James pays the following costs with cash, and thus avoids a Confidence Check for his dominion.

The "title value" for the highest Noble is 2 (a Count), for a base cost of 200 gp. Add 100 gp for each other Noble (2, for +200 gp), plus 50 gp per Name level escort (10, for +500 gp), plus 50 gp per other Knight attending (6, for +300 gp); thus, the feast cost is 1,200 gp per day. The affair runs for 3 days, for a total visitor cost of 3,600 gp. Add more for Noble or Name level PCs attending.

The single feast for the peasants costs 1 gp per peasant family in the dominion (300), or a total peasant cost of 300 gp. Added to the visitor cost, the total expense is 3,900 gp, plus costs for PCs.

Field Lists

General Note: Sir James' escorts do not fight in any of the Lists unless an "extra" is needed for pairing off. If so, they must drop out before the last two pairings of any List. PCs may compete as desired.

Archery List

The following NPCs enter the Archery contest, all using longbows:

3 Peasants, with Hit rolls as if 7th level fighters (experts).
11 visiting Knights
1 Noble, Count Sir Niles

Wrestling List

Use the Unarmed Combat rules. All escorts (except for Sir James') participate, but no Nobles. Any Pin must be held for 2 rounds to be scored as a win. Damage should not be inflicted, as this is a friendly contest.

Sword List

Ten men-at-arms compete, as do all squires. Any NPC damaged to 1/2 hit points will check Morale *and* make a Reaction Roll, Yielding if he fails either.

Field List Prizes

The wealthy Sir James, a Champion (having won 7 Jousts), offers the following prizes for the victors of the Field Lists:

Archery: A silver *arrow +2, Returning* plus 500 gp.

Unarmed List: *Potions* of *giant strength* and *heroism*.

Sword List: A *shortsword +2* and a (human sized) *shield +1*

Jousting List

All NPC Nobles (except Sir James) and the (6) visiting Knights enter the Joust. Noble or Name level NPCs may enter as desired. All NPCs are AC 2 (plate and shield) except the Avenger (*plate +4*, AC -2; the 10% chance of discovery again applies per fight). PCs entering the Joust must wear normal plate and shield at best, using a lance (D 1-10) from a war horse (either brought or provided; MV 40'/round). If any PC uses dishonorable magic, use the same base 10% chance of discovery per fight.

If the number of entrants is odd, add one from the Name level escorts. Pair opponents randomly, and use normal joust rules. After all have fought once, pair the winners, and continue until someone wins.

In this 3-day Tournament, the winner of each day's Jousting receives a Day Prize. On the third day, the winners of the two preceding Jousts will face each other for the Grand Prize and the XP award. If the same character wins on both days, that character wins the Joust, and no third round is held. However, if this occurs, the winner will be challenged by Sir Niles' 20th level escort. Other challenges and duels usually occur during the third day as well.

The Joust winner receives credit for the victory (if the optional ranking system is used), the Grand Prize (described below) and 2,000 XP.

Jousting List Prizes

1st Day: Jeweled scabbard for longsword (1,000 gp value)

2nd Day: Jeweled helmet (1,000 gp value)

Grand Prize: The Golden Dagger (with jeweled sheath)

This *dagger +4* is called Carillion. It and the sheath are worth 3,500 gp merely counting them as jewelry. When used to gently strike any other magic item, the dagger emits a clear musical tone to 30' range (a limited *detect magic* ability).

2. The Arena of Garald the Blue

This adventure for character levels 8-24 illustrates the use of the Unarmed Combat System.

The Setting

Garald the Blue is a renowned pirate and plunderer, who has formed a dominion for himself on a rocky isle off the coast of Vestland. He raids sea vessels. Though he always avoids the ships of Vestland, Ostland, and Soderfjord, he has nevertheless made a comfortable living through piracy.

A castle, designed and constructed by Garald, sits high upon a rocky promontory on the southern end of the island. The castle is well stocked with provisions and all of the comforts money can buy. The castle's dungeon is well stocked with prisoners.

Garald has a hobby: he enjoys watching heroic adventurers battling with nothing but their bare hands. He maintains his dungeon full of adventurers to satisfy his entertainment needs. Every night, he watches 1-6 wrestling bouts.

A real thrill for Garald occurs when one of his prisoners wins two bouts in a row. The pirate has a standing offer to all prisoners: win three fights in a row, and freedom is yours! There is a "catch," however: Garald always fights the third bout himself, and he has never been beaten.

Garald's nickname arises because of the definite bluish tint of his great hooked nose. He is very sensitive to insults on this matter. If offended, he will wrestle the offender and inflict damage once a Pin has been achieved. If the victim breaks the Pin, he is returned to the dungeon. If the pin is not broken, Garald has several plots reserved in his graveyard for just such occurrences...

Running the Scenario

Players may choose to play a character from the list of prisoners provided, or may bring their regular PCs on this adventure. In the latter case, the DM should create an adventure resulting in the PCs' capture by Garald.

All matches occur in a 60' diameter pit that is 15' deep, with a railing around it. Garald and his audience watch from seats around the edge of the pit. This audience includes 2-12 ladies, an equal number of servants, and 11-20 fighters of Garald's castle guard.

Guards: AC 4; F5; hp 25 each; MV 60' (20'); #AT 1; D 2-9; ML 9; AL N

These guards are armed with longswords and daggers, and are responsible for security at the matches. Several always have daggers drawn and ready to use. If a prisoner begins a spell, the guards will automatically win the Initiative. A total of 3-12 daggers will be thrown at the caster, and any single hit will disrupt the spell, causing it to disappear from the caster's memory and have no effect.

Prisoners may try to escape by leaping for the railing around the pit. If so, roll 1d20, and make a Dexterity check. If the result is less than the prisoner's dexterity, the attempt succeeds. The prisoner automatically loses initiative on the next round, but may then climb from the pit onto the balcony. A halfling or dwarf may only attempt this if aided by someone in the pit.

An iron portcullis leads to the dungeons from the base of the pit.

Restrictions

Use all of the Unarmed Combat rules given, including all Options. As noted, prisoners have no equipment. Spells may be attempted, but with little chance for success.

Wrestlers

The following NPCs and monsters are kept in Garald's dungeon for the bouts. Select or randomly determine opponents for each bout, using the following charts.

All character types are AC 9 for wrestling. All of the monsters except the centaur will attempt to kill their opponents. If a monster is pinned, guards leap into the pit and drag it back to a cage.

The centaur wrestles as an NPC.

Victory Bout:

Garald The Blue: F 30, AC 9, S 18, D 16

Variations

The following variations should be tried separately, and may then be combined.

Death Duels

The NPCs held in the dungeon represent the finest wrestlers that Garald has collected. He occasionally "weeds out" the weaker ones by having a fight to the death. There is a 5% chance each night that Garald will declare a Death Duel. Only one match is held, but the wrestlers must continue until one or the other is killed. Failure to obey means death.

Death Duels are always between character types, not monsters.

Teams

There is a 20% chance each night that Garald will choose to watch teams of wrestlers rather than individuals. Characters (2-5) battle an equal number of NPCs, or a single large monster.

If two teams of characters decide to make a break, use the rules for climbing out of the pit. Have the characters fight the guards as a melee. If they win, they will escape. Garald will use his bare hands if fighting an escape attempt.

d%	Character	Class/ Level	STR	DEX
01-06	Rudolfo	ftr/14	18	7
07-11	Gruuda	ftr/10	17	18
12-16	Fritz	thf/19	13	18
17-21	Hugo	ftr/12	17	14
22-26	Gandar	dwf/11	17	16
27-31	Carroll	thf/8	16	14
32-36	Edindol	m-u/24	10	15
37-41	Badger	hfg/8	17	16
42-47	Skyrrl	ftr/9	18	14
48-52	Trialor	ftr/23	17	11

	Monster	HD	AC	#AT	Damage
53-60	Large Crocodile	6	3	1	2-16
61-68	Centaur	4	5		will wrestle
69-76	Giant Scorpion	4	2	3	1-10 (x2) 1-4 + poison
77-84	Owl Bear	5	5	3	1-8 (x3)
85-92	Fire Giant	11+2	4	1	1-4 + poison
93-00	Amber Golem	10	6	3	2-12 (x2) 2-20

3. The Fall of the Black Eagle

This adventure is designed for use with the *War Machine* mass combat system. Any level character may participate.

The DM and players should organize the troops into Forces, and calculate their ratings (BFR, Troop Class, and BR). With that information, you can play a series of battles that should result in the defeat and destruction of the infamous Black Eagle Barony (of the D&D Expert Set). PCs may participate in the process if these scenarios do not conflict with the Campaign (DM's choice). If the Campaign requires the continued existence of the Barony as an evil force, use the scenarios as a separate game, with no connection to the Campaign.

Use Map #1 in the Expert Set (page 32) to display and resolve the following scenarios. The scale of the map is 6 miles per hex.

The Situation

The tenuous trading route along the River Highreach is the economic lifeline of Specularum. Kelven, at the intersection of 3 branches of the Highreach, is the key to the river's defense.

Baron Ludwig "Black Eagle" von Hendricks has long hated the yoke of restraint placed upon him by Archduke Stefan Karameikos. The Baron now feels strong enough to challenge the Archduke. The town of Kelven is the ideal location, since the Archduke must bring his army into the field to fight. In the open, the Baron feels that he could win.

The Sides

The underlying conflict of this brief war is between the Black Eagle Barony and the Grand Duchy of Karameikos. These sides remain opposed in each of the following scenarios, and allies join each. The following chart aligns all the opposing forces involved:

Black Eagle	Specularum
Black Eagle Guard	Ducal Guard
Goblins E	Men of Kelven
Goblins NE	Thyatian Mercenaries
Orcs	Western Elves
Bugbears	Eastern Elves
Were-creatures	Gnomes

Rules

Use a "time unit" of one day for these scenarios. (See the War Machine for its use.)

It takes the Leaders some time to coordinate their widely spread forces. To reflect this, each side can move one force on the first day, two forces on the second day, and so forth.

Only Fort Doom and Specularum are "strongholds" for these scenarios. When their armies are out fighting, each stronghold keeps a defensive force of 100 troops of the same type as the Guards. Other towns, ruins, and estates on the map are "walled" (for the War Machine defense factors).

In Black Eagle Barony, the Black Eagle Guard (only) is in the territory of its liege. The Ducal Guard and Men of Kelven are in the territory of their liege everywhere in the Grand Duchy except in that Barony.

On Map #1, each force must begin each scenario within one hex of the word identifying its home territory. The Black Eagle Guard starts anywhere within the Barony, but the Ducal Guard's home is Specularum. The Western Elves are those nearest to Kelven; the Eastern Elves are near the right side of the map. "Goblins E" are the goblins east of Kelven; "Goblins NE" are those between the northeast branches of the river. The goblins and kobolds north of the Lost Valley (outside of the Grand Duchy) do not participate.

The Troops

With the following forces, use the standard system for rating troops.

Category	B. Eagle Guard	Men of Kelven	Ducal Guard	Western Elves	Eastern Elves	Thyatian Mercenaries
# of Troops	200	80	500	100	250	800
Level of Leader	15	4	18	5	6	16
Leader abililty bonus	3	1	3	1	2	2
% Name level char.	3	0	1	0	0	4
Avg level-officers	6	2	4	2	3	7
Avg level-troops	1	1	1	1	1	1
Weeks training	20	4	12	12	14	18
Train w/Leader	12	4	4	12	8	8
Months together	12	1	12	3	3	12
Past Victories	4	0	6	3	3	8
Past Routs	0	0	0	0	0	0
Weapons quality	ex	avg	good	good	good	good
# weapons/troop	2	1	2	2	2	2
Average AC	4	8	5	7	7	4
Demi-Hum force	no	no	no	yes	yes	no
Missile troops	50	40	200	50	50	200
Magical troops	0	0	0	0	0	0
Spellcasters	12	1	21	100	50	80
Mounted Troops	200	0	100	0	0	200
Flying troops	0	0	0	0	20	0
Average movement	120'	120'	90'	120'	120''	90'

Use the "Quick System" for rating the following bodies of troops:

Category	Gnomes	Orcs	Bugbears	GoblinsE	GoblinsNE	Lycanth.
# of troops	150	300	80	300	300	100
Leader Level	4	3	5	3	3	7
Troop Level avg	1	1	3	1-1	1-1	4
Maximum damage/ round	8	8	9	6	6	8
Archers	yes	yes	no	no	no	yes
Spellcasters	no	no	no	no	no	no
Magical creation	no	no	no	no	no	yes
Flyers	no	no	no	no	no	no

Scenarios

The following three scenarios do *not* go together; each is a *different* version of the whole war, involving different forces. Use the War Machine rules for initiative, movement, and combat. Any Optional rule may be used if the players agree before starting. Each scenario continues until one player surrenders or has no unrouted units in the field.

The Baron's objective is to occupy and hold the town of Kelven.

The Archduke's objective is to destroy the forces of the Baron.

Scenario #1 Forces:

Black Eagle	Duchy
Black Eagle Guard	Ducal Guard
GoblinsE	Men of Kelven
Bugbears	Western Elves
	Gnomes

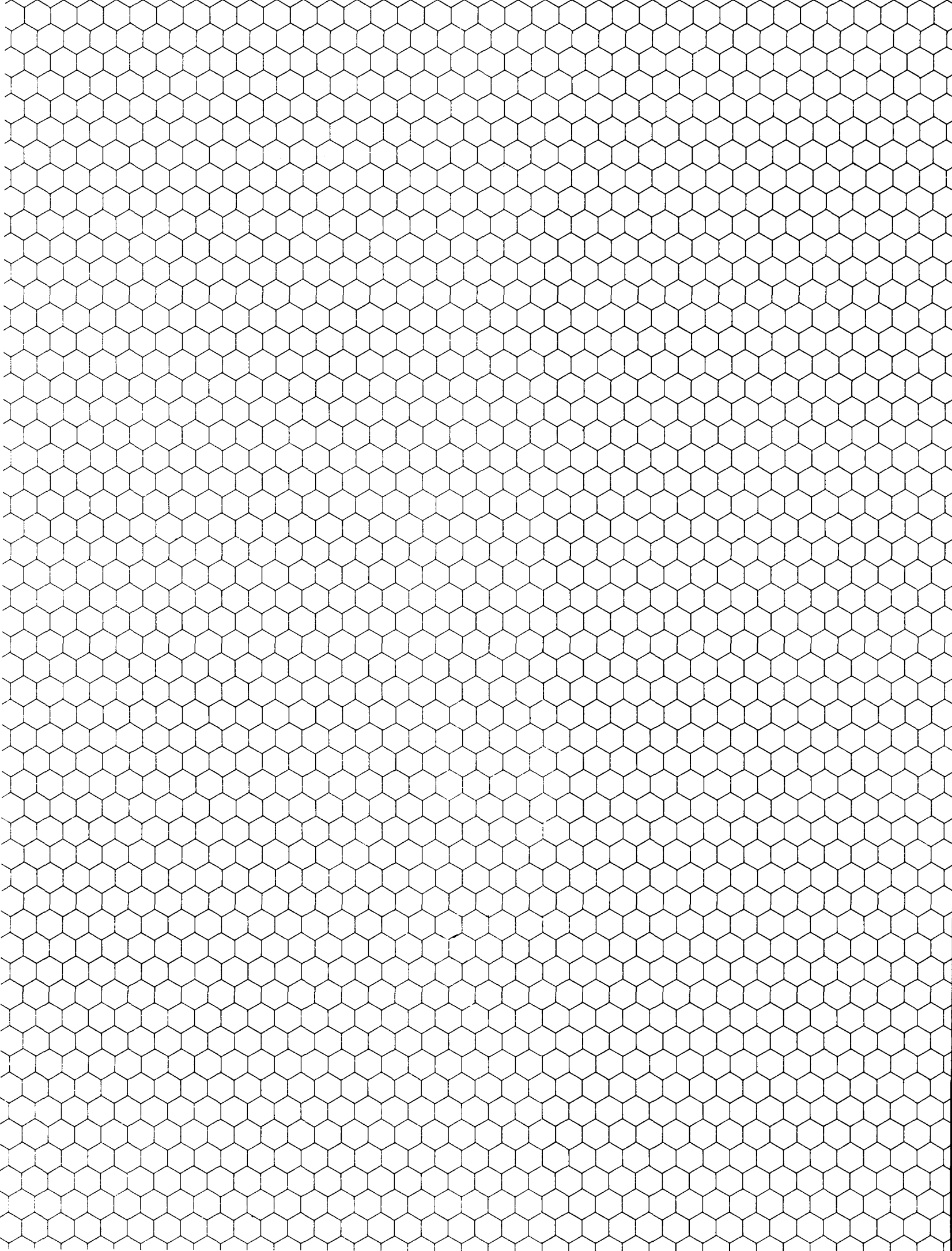
Scenario #2 Forces:

Black Eagle	Duchy
Black Eagle Guard	Ducal Guard
GoblinsE	Men of Kelven
Bugbears	Western Elves
GoblinsNE	Gnomes
Orcs	Eastern Elves

Scenario #3 Forces:

For this scenario, the Eastern Elves are all equipped with silver weapons. Thyatian mercenaries start on the coast road, at the border of the Grand Duchy. Lycanthropes begin at Wereskalot.

Black Eagle	Duchy
Black Eagle Guard	Ducal Guard
GoblinsE	Men of Kelven
Bugbears	Western Elves
GoblinsNE	Gnomes
Orcs	Eastern Elves
Lycanthropes	Thyatian Mercenaries



Epilogue

The guidelines in this set are seeds for thought; develop them as you wish. Remember that they are suggestions, and not scribed in stone. Use them or change them to suit your own games. Be sure to make notes of your changes, additions, and so forth, so that your "house rules" can be applied fairly to all your players.

Where to go from here? First, play the adventures given in this set. They are carefully designed to give you a few "warm-up" exercises using the new rules for Tournaments, Unarmed Combat, and Mass Combat.

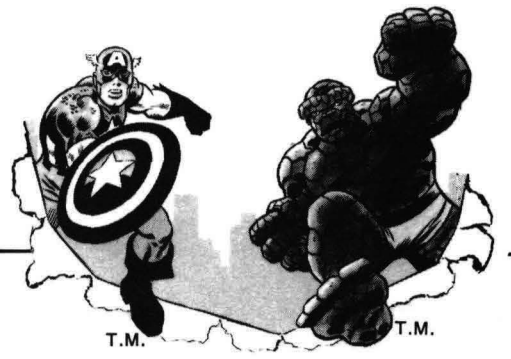
A whole fantasy world is unfolding through these boxed D&D rules sets and adventures; you may use it with confidence. You can be sure that an exciting and challenging fantasy epic is unfolding, piece by piece; the early adventures in the Grand Duchy of Karameikos (of the D&D Expert Set) were just the beginning—the "Threshold" of fantastic adventure.

That setting is greatly affected by the fall of Black Eagle Barony described in this set (Scenario 3, pages 61-62). The Grand Duchy becomes united, peaceful, and therefore—from the adventurers' point of view—boring! This sets the stage for expansion; your adventurers are ready to widen their horizons, to move on and explore (and possibly rule) the continent.

A map of a larger area, including most of the lands stretching north and west from the Duchy, is given on page 32 of the Players Book. You can use the map to develop your own campaign—or you can wait and see what develops through the continuing series of adventures. For this is the setting for the entire line of D&D game adventures from TSR!

The first Companion-level game adventure, "Test of the Warlords" (CM1) details the exploration and development of the lands of Norwold, the area directly north of the Expert Set map. Two great empires are in conflict, and this is the beginning of an epic tale of men and magic...but let us not say too much at this point. Continue with the series, and discover the mystery, the answers, and what lies beyond....

Take up your new weapons. Explore your added options of unarmed combat. Take command of the armies of the realm; you must confront and defeat the powers of evil! Fortify your strongholds, develop your lands; broaden your horizons. Plan your future, and achieve your goals. But most important of all —have fun!



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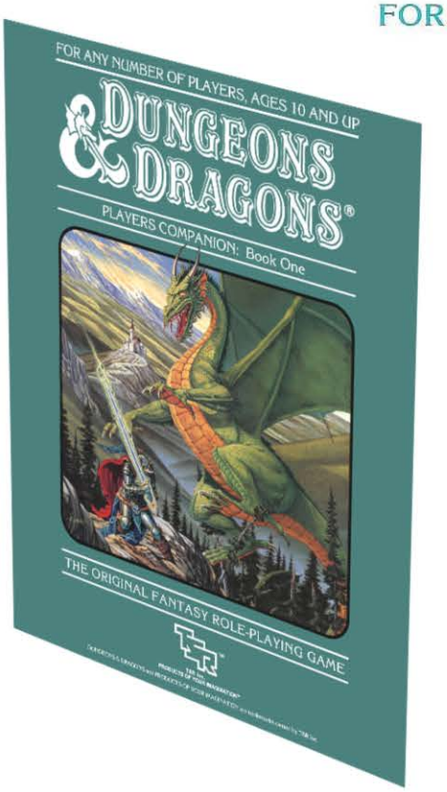
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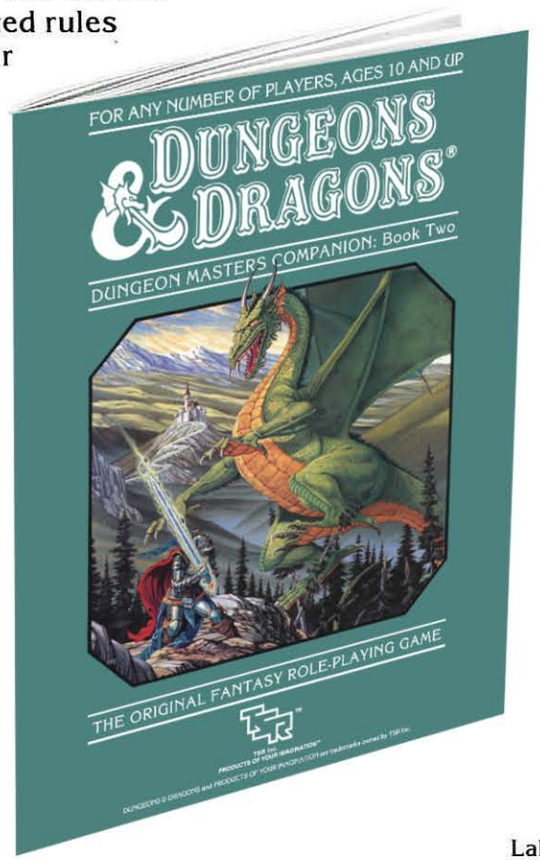
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